**ITRW 212 Class work**

**16 March 2017**

**Graphical User Interface: Chapter 12 Practical 1**

There are **3 programs** given in the zipped folder. You have to complete each of the programs. Only submit the code you have added or changed.

**Program 1: CalculateArea**

The program asks the user to enter the radius of a circle. The program calculates and displays the area of the circle when the user clicks on the **Calculate Button**. Complete the program to calculate and display the circumference of the circle in **the TextField** provided for the circumference

**Program 2: DisplayInTextArea**

The program allows the user to enter a line of text in the **TextfField**. When the user clicks on the **Add Button**, the text is displayed in the **TextArea.**

Add a **Clear Button** between the Add and the Exit button. Move the Exit button lower down if necessary.

When the user clicks on the **Clear Button**, the **TextfField** must be cleared of all text.

**Program 3: DisplayArray**

The program has no functionality. Add code to declare an array that contains a few names. The user has to enter the text that will be displayed as the heading of the list of names. When the user clicks on the **Display** button, the heading and the content of the array must be displayed as a numbered list.