**Program for JTable**

import java.awt.\*;

import javax.swing.\*;

class MyTable extends JFrame

{

JTable table;

public MyTable()

{

super("Test");

setSize(400,400);

setVisible(true);

String[] columnNames={"Subject","Course Code","Marks"};

Object[][] data={{"ADV.JAVA","CM482","80"},{"JSP","CM585","80"},

{"Android","CM581","40"},{"SoftwareTesting","CM486","40"},

{"Computer Security","CM485","80"}};

table=new JTable(data,columnNames);

JScrollPane jsp=new JScrollPane(table);

add(jsp);

}

public static void main(String args[])

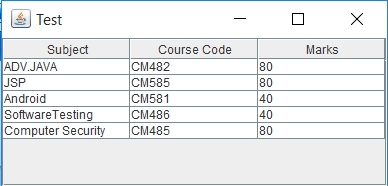
{

MyTable t=new MyTable();

}

}

**OUTPUT**



**Program for JTree**

import java.awt.\*;

import javax.swing.\*;

import javax.swing.tree.DefaultMutableTreeNode;

public class JTreeDemo extends JFrame

{

JTree t;

public JTreeDemo()

{

super("JTree Demo");

setSize(400,400);

setVisible(true);

//creating top level treenode

DefaultMutableTreeNode open=new DefaultMutableTreeNode("Open");

DefaultMutableTreeNode colour=new DefaultMutableTreeNode("Colour");

DefaultMutableTreeNode country=new DefaultMutableTreeNode("Country");

DefaultMutableTreeNode planet=new DefaultMutableTreeNode("Planet");

//Adding nodes to TOP node

open.add(colour);

open.add(country);

open.add(planet);

DefaultMutableTreeNode red=new DefaultMutableTreeNode("Red");

DefaultMutableTreeNode blue=new DefaultMutableTreeNode("Blue");

DefaultMutableTreeNode green=new DefaultMutableTreeNode("Green");

colour.add(red);colour.add(blue);colour.add(green);

DefaultMutableTreeNode c1=new DefaultMutableTreeNode("America");

DefaultMutableTreeNode c2=new DefaultMutableTreeNode("Autralia");

DefaultMutableTreeNode c3=new DefaultMutableTreeNode("Germany");

country.add(c1);country.add(c2);country.add(c3);

DefaultMutableTreeNode p1=new DefaultMutableTreeNode("Jupiter");

DefaultMutableTreeNode p2=new DefaultMutableTreeNode("Neptune");

planet.add(p1);planet.add(p2);

JTree t=new JTree(open);

add(t);

}

public static void main(String args[])

{

new JTreeDemo();

}

}

**OUTPUT**

