

SWT 12031: Practical for Object oriented Program

Lab Sheet No: 05

Graphical User Interface in Java

Submission Due: 2020-03-13

Exercise 01:

Design a simple graphical user interface to add two numbers. Follow the following procedure to perform the addition operation:

1. Create a project with the name **NumberAddition**.
2. Create a JFrame container with the class name **NumberAdditionUI** and the package name as **my.numberaddition**.
3. Next design a UI for adding two numbers as given below:

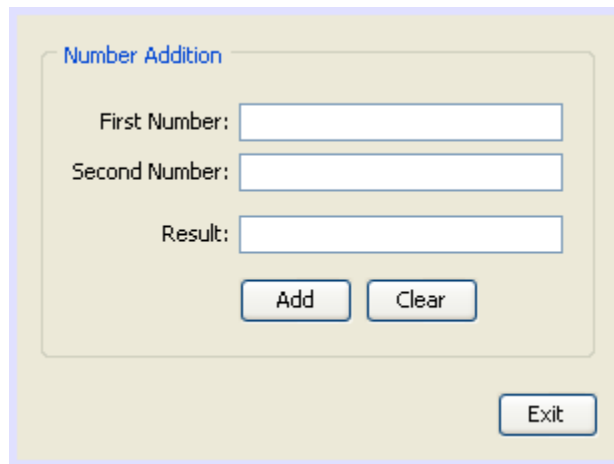


Figure 1: Number Addition UI

4. Give the following functionalities to the buttons:
 - a. Add: Add the two numbers given as user input
 - b. Clear: Erase all text from the JTextFields
 - c. Exit: Exit from the UI

Exercise 02:

Design a simple user interface to enter login detail of an user.

1. Create a project with the name **UserLogin**.
2. Create a JFrame container with the class name **UserLoginUI** and the package name as **my.userlogin**.
3. Next design a UI for entering user login detail as given below:

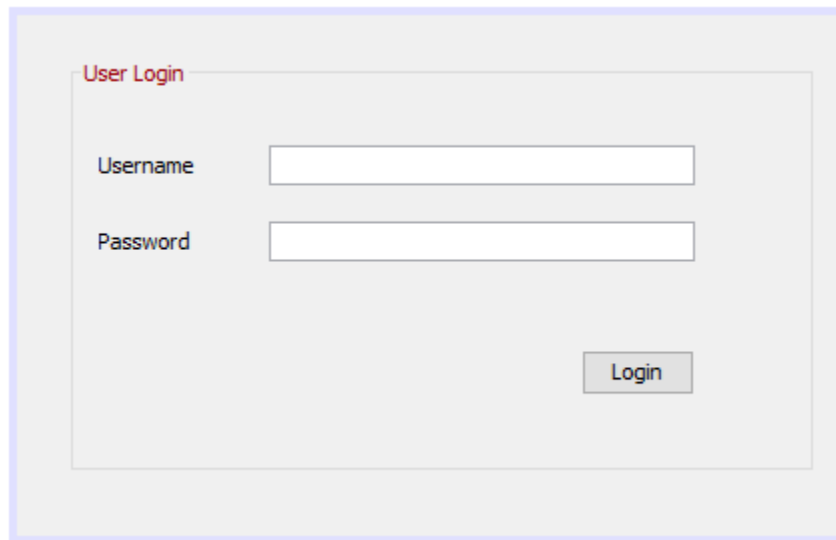


Figure 2: User Login UI

4. Give the user login details as follows:
 - a. User name : Nirmala
 - b. Password: abcd
5. When the user enters the correct credentials, display the message “Welcome” and in case of incorrect details entered, display the message “Incorrect username or password”.

Discussion

- Automatic Component Positioning in GUI
- Visual Feedback in GUI