Practice Questions

Object Orientated Programming through Java Lab – CSE2016L

Submitted by:

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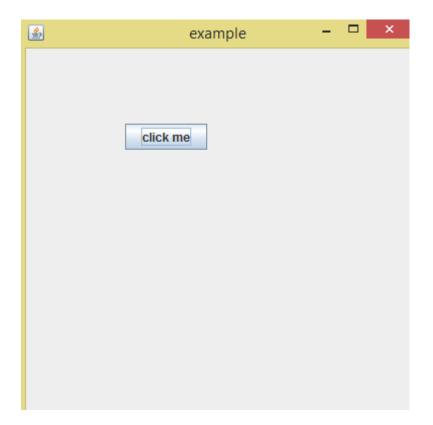
Program 1: Wap to make a button using event handling

Code:

```
import java.awt.*;
import javax.swing.*;
public class Example{
Example(){
JFrame a = new JFrame("example");
JPanel p = new JPanel();
p.setBounds(40,70,200,200);
JButton b = new JButton("click
  me");
b.setBounds(60,50,80,40);
p.add(b);
a.add(p);
a.setSize(400,400);
a.setLayout(null);
a.setVisible(true);
```

```
public static void main (String
  args[])
{
  new Example();
}
```

OUTPUT:



Program 2: : Wap to make addition and subtraction using event handling

Code:

```
import java.awt.*;
import java.awt.event.*;
public class TextFieldExample
  extends Frame implements
  ActionListener{
  TextField tf1,tf2,tf3;
  Button b1,b2;
  TextFieldExample(){
     tf1=new TextField();
     tf1.setBounds(50,50,150,20);
     tf2=new TextField();
     tf2.setBounds(50,100,150,20);
     tf3=new TextField();
     tf3.setBounds(50,150,150,20);
     tf3.setEditable(false);
     b1=new Button("+");
     b1.setBounds(50,200,50,50);
     b2=new Button("-");
     b2.setBounds(120,200,50,50);
     b1.addActionListener(this);
     b2.addActionListener(this);
  add(tf1);add(tf2);add(tf3);add(b1);
  add(b2);
     setSize(300,300);
     setLayout(null);
     setVisible(true);
```

```
public void
    actionPerformed(ActionEvent e) {
       String s1=tf1.getText();
       String s2=tf2.getText();
       int a=Integer.parseInt(s1);
       int b=Integer.parseInt(s2);
       int c=0;
       if(e.getSource()==b1){
         c=a+b;
       }else if(e.getSource()==b2){
         c=a-b;
       String result=String.valueOf(c);
       tf3.setText(result);
  public static void main(String[] args)
    new TextFieldExample();
OUTPUT:
```

