

Lab 11 – Swings

1. Write a Swing Application program to display a message in a frame.
2. Write a program that handles events generated by Swing push buttons.
3. Write a program that obtains two floating point numbers in two text fields from the user and displays the sum, product, difference **and** quotient of these numbers clicking on **compute button**.
4. Write a Swing application program with the following instructions:
 - a. Allows user to draw a rectangle by dragging mouse on the app window
 - b. Upper-left coordinate should be the location where the user presses the mouse button
 - c. Lower-right coordinate should be the location where the the user releases the mouse button
 - d. Modify the same program to draw a shape with the mouse. Shapes could be Oval, Arc, Line, Rectangle with rounded corners and predefined polygon.
 - e. Display mouse coordinates in the status bar
5. Scrolling Banner: write a Swing application program that creates a thread which will scroll the message from right to left across the window.
6. Write a Swing application program that displays a circle of random size and calculates and displays the area, radius, diameter and circumference.