

WEEK 12 PRACTICE PROGRAMS EXECUTION

1. TEXTFIELDDEMO

```
import java.awt.*;

import java.awt.event.*;

public class TextFieldDemo extends Frame implements
ActionListener

{
    TextField name,pass;

    public TextFieldDemo()
    {
        setLayout(new FlowLayout());

        Label namep=new Label("Name:",Label.RIGHT);

        Label passp=new Label("Password:",Label.RIGHT);

        name=new TextField(12);

        pass=new TextField(8);

        pass.setEchoChar('?');

        add(namep);

        add(name);

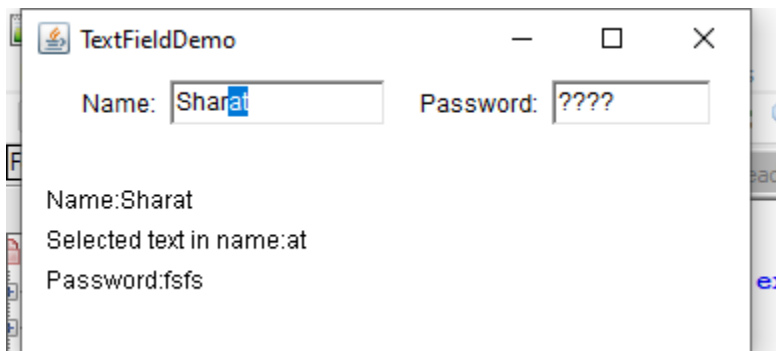
        add(passp);

        add(pass);
```

```
name.addActionListener(this);  
pass.addActionListener(this);  
  
addWindowListener(new WindowAdapter()  
{  
    public void windowClosing(WindowEvent we)  
    {  
        System.exit(0);  
    }  
});  
  
public void actionPerformed(ActionEvent ae)  
{  
    repaint();  
}  
  
public void paint(Graphics g)  
{  
    g.drawString("Name:"+name.getText(),20,100);  
  
    g.drawString("Selected text in  
name:"+name.getSelectedText(),20,120);
```

```
g.drawString("Password:"+pass.getText(),20,140);  
}  
  
public static void main(String args[])  
{  
  
    TextFieldDemo appwin=new TextFieldDemo();  
  
    appwin.setSize(new Dimension(380,180));  
  
    appwin.setTitle("TextFieldDemo");  
  
    appwin.setVisible(true);  
  
}
```

OUTPUT:



2. BUTTONDEMO

```
import java.awt.*;
import java.awt.event.*;
public class ButtonDemo extends Frame implements
ActionListener
{
String msg="";
Button yes,no,maybe;
public ButtonDemo()
{
setLayout(new FlowLayout());
yes=new Button("Yes");
no=new Button("No");
maybe=new Button("Undecided");
add(yes);
add(no);
add(maybe);
yes.addActionListener(this);
no.addActionListener(this);
maybe.addActionListener(this);
addWindowListener(new WindowAdapter()
{
public void windowClosing(WindowEvent we)
{
System.exit(0);
```

```
}  
});  
}  
public void actionPerformed(ActionEvent ae)  
{  
    String str=ae.getActionCommand();  
    if(str.equals("Yes"))  
    {  
        msg="You pressed Yes";  
    }  
    else if(str.equals("No"))  
    {  
        msg="You pressed No";  
    }  
    else  
    {  
        msg="You pressed Undecided";  
    }  
    repaint();  
}  
public void paint(Graphics g)  
{  
    g.drawString(msg,20,100);  
}  
public static void main(String args[])
```

```
{  
  ButtonDemo appwin=new ButtonDemo();  
  appwin.setSize(new Dimension(250,150));  
  appwin.setTitle("ButtonDemo");  
  appwin.setVisible(true);  
}  
}
```

OUTPUT:

