Q Create a GUI Based Program with following specifications: put 2 text field components and one button. label button as "paste". Some text is typed in the first text field and paste button is pressed. text must get copied into second textfield

CODE:
```java
import java.awt.*;
import java.awt.event.*;

public class CopyPaste extends Frame implements ActionListener
{
    TextField f1,f2;
    Label lf1, lf2;
    Button b;
    public CopyPaste()
    {

        setLayout(new FlowLayout());
        Label lf1 = new Label("FIELD 1", Label.RIGHT);
        Label lf2 = new Label("FIELD 2", Label.RIGHT);
        f1 = new TextField(12);
        f2 = new TextField(12);
        b = new Button("Copy");
        add(lf1);
        add(f1);
        add(lf2);
        add(f2);
        add(b);
        b.addActionListener(this);
        addWindowListener(new WindowAdapter()
    }
```

```java
public void actionPerformed (ActionEvent ae)
{
    if (ae.getSource() == b)
    {
        String text1 = t1.getText();
        t2.setText(text1);
    }
}

public static void main (String args[])
{
    CopyPaste cp = new CopyPaste();
    cp.setSize(400,400);
    cp.setTitle("Copy and Paste");
    cp.setVisible(true);
}

class windowAdapter extends WindowAdapter
{
    public void windowClosing (WindowEvent ue)
    {
        System.exit(0);
    }}
```

Q. Create a Java Program that displays 4 textfields, two of which accept integer inputs and the third an arithmetic operation. A button with label "Result", when clicked displays the result of the above operation in the fourth text field.

CODE:
```java
import java.awt.*;
import java.awt.event.*;
import javax.swing.*;
public class ArithOp extends Frame implements ActionListener
{
    String msg = "";
    TextField n1,n2,res,a;
    Label ln1,ln2,lres,la;
    Button b;
    public ArithOp()
    {
        setLayout(new FlowLayout());
        Label ln1 =new Label("NUMBER 1",Label.RIGHT);
        Label ln2 =new Label("NUMBER 2", Label.RIGHT);
        Label lres=new Label("RESULT",Label.RIGHT);
        Label la =new Label("Arithmetic Operator",Label.RIGHT);
        n1 = new TextField(12);
        n2 = new TextField(8);
        res = new TextField(10);
        a = new TextField(10);
        b=new Button("CALCULATE");
        add(ln1);
        add(n1);
        add(la);
        add(a).
```

```java
add(In2));
add(n2);
add(b);
add(res);
add(res);
b.addActionListener(this);
addli.addWindowListener(new WindowAdapter1());
}
public void actionPerformed(ActionEvent ae)
{
    if(ae.getSource()==b)
    { try
        {
        int num1 = Integer.parseInt(n1.getText());
        int num2 = Integer.parseInt(n2.getText());
        char c = a.getText().charAt(0);
        int num3;
        switch(c)
        {
        case '+':
                num3=num1+num2;
                res.setText(String.valueOf(num3))
                msg = "Addition";
                repaint();
                break;
        case '-':
                num3=num1-num2;
                res.setText(String.valueOf(num3));
                msg="Subtraction";
                repaint()
                break;
```

```java
case '/': num3=num1/num2;
          res.setText(String.valueOf(num3));
          msg= "Division";
          repaint();
          break;


case '*': num3 = num1 * num2;
          res.setText(String valueof (num3));
            msg = "Multiplication";
          repaint();
          break;
default:
    num3=0;
        res.setText(String:valueof(num3));
    }
    }

catch(Exception e)
    {
    JOptionPane.showMessageDialog(this, e, "Error",
                        JOptionPane.ERROR_MESSAGE);
    }
    }}

public void paint(Graphics g)
    {
    g.drawString(msg, 200,200);
    }
public static void main(String args[])
    {
    ArithOp i =new ArithOp();
        i.setSize(300,300);
        i.setTitle("Arithmetic Operations");
    i.setVisible(true);
```

```
}
class windowAdapter1 extends windowAdapter
{
    public void windowClosing (windowEvent we)
    {
        system.exit(0);
    } }}
```