

practical 10

Objective

Using AWT, write a program to create two buttons named “Red” and “Blue” .

When a button is pressed the background colour should be set to the colour named by the button’ s label.

Program:

```
import java.awt.*;
import java.awt.event.ActionEvent;
import java.awt.event.ActionListener;
import java.awt.event.WindowAdapter;
import java.awt.event.WindowEvent;

1 usage
public class Main extends Frame implements ActionListener
{ Button btnRed, btnBlue;

  1 usage
  Main() {
    super( title: "AWT Buttons");
    btnRed = new Button( label: "Red");
    btnRed.setBounds( x: 25, y: 50, width: 250, height: 30);
    btnRed.addActionListener( l: this);
    this.add(btnRed);
    btnBlue = new Button( label: "Blue");
    btnBlue.setBounds( x: 25, y: 100, width: 250, height: 30);
    btnBlue.addActionListener( l: this);
    this.add(btnBlue);
    this.setSize( width: 300, height: 160);
    this.setLayout(null);
    this.setVisible(true);
    this.addWindowListener(new WindowAdapter() {
      public void windowClosing(WindowEvent e) {
        dispose();
      }
    });
  }
}
```

```
public static void main(String[] args)
{
    new Main(); }
@Override
public void actionPerformed(ActionEvent e) {
    if (e.getSource() == btnRed) {
        this.setBackground(Color.RED);
    } else if (e.getSource() == btnBlue) {
        this.setBackground(Color.BLUE);
    }
}
```

Output:

