15. Create a GUI using swing which should contain at least following container and components /controls

— Frame Window (with title and custom logo icon on top left corner)

— Label (at least one should be with icon and one should be displaying your name)

— Text field (with colorful line border and tooltip text)

— Text area (with horizontal and vertical scroll bars)

— Check box

— Password field

— Radio Button

— Push Button

— Combo box

16. WAP to demonstrate following layout managers

— Flow layout

— Border layout

— Grid layout

— Gridbag layout

— Group layout

17. Write a Swing program to demonstrate event handling by including event handler logic

— within same class

— within inner class

— within anonymous inner class

— at another class

18. Create a GUI with following components and functionalities

— A frame should contain two text fields to take two real numbers, three buttons with icons to indicate add, subtract & multiply and a label to display the result of computation

— When user clicks on particular button, corresponding result should be displayed

19. Write a program to demonstrate

— Window event handling

— Item event handling

— Focus event handling

— Mouse event handling (with adapter class)

— Key event handling

20. Write a program to demonstrate the key event for moving an image left, right, up and down. (press on arrow keys should be handled)

21. Create a frame window with following features:

— A frame should contain menu bar, menu, submenu and menu items

— Menu / menu items should contain mnemonics and accelerator

— There should be radio buttons on some menu items

— There should be some checkable menu items

— There should be icon on some menus/menu items

— Action event should be handled for at least one menu item

— At least one menu/menu item should be disabled (can be done as the effect of any action)

22. Create a Swing GUI having following components

— A slider (with change event handling)

— A List (with event handling)

— A table

— A progress bar

— A tree

23. Write a program to create

— A frame with toolbar

— When a button labeled "modal dialog" is pressed a dialog box (modal) should be popped up and if another button labeled "modelless dialog" is pressed then another dialog box (modelless) should be popped

24. Create a GUI having following components and features

— A frame with two buttons : "file chooser" and "color chooser"

— When first button is pressed, file dialog box should be opened

— When next button is pressed , color chooser dialog box should be operned

25. Create a GUI with internal frames.

26. Create a frame with some buttons and when each button is pressed following dialogs boxes should be popped up (use JOptionPane class)

— Information dialog (use JOptionPane.showMessageDialog() with appropriate parameter values)

— Question dialog (use JOptionPane.showMessageDialog() with appropriate parameter values)

— Error dialog (use JOptionPane.showMessageDialog() with appropriate parameter values)

— Warning dialog (use JOptionPane.showMessageDialog() with appropriate parameter values)

— Confirm dialog (use JOptionPane.showConfirmDialog() with appropriate parameter values)

— Input dialog (use JOptionPane.showInputDialog() with appropriate parameter values)

— Option dialog (use JOptionPane.showOptionDialog() with appropriate parameter values)