import javax.swing.\*;

import java.awt.\*;

import java.awt.event.\*;

public class RectangleProgram extends JFrame

{

private JLable lengtahL, widthL,areaL,perimeterL;

privateJ TexField lengthTF, widthTF, areaTF, perimeterTF;

private JButton calculateB, exitB;

privatye calculateButtonHandler cbHandler;

private ExitButtonHandler ebHandler;

private static final int WIDTH = 400;

private static final int HEIGHT = 300;

public RectangleProgram ( )

{

// Create the four labels

lenghL = new JLabel ("Enter the length: ",SwingConstants.RIGHT );

widthL = new JLabel ("Enter the width: ", SwinggConstants. RIGHT) ;

areal = new JLable ( "Area: ", SwingConstants.RIGHT);

perimeter = new JLabel ( "perimeter: ", SwingConstsnts. RIGHT);

//create the four text fields

lengthTF=new JTextField(10);

widthTF=new JTextField(10);

areaTF=new JTextField(10);

perimeterTF=new JTextField(10);

//create calculate button

calculateB=new JButton("calculate");

cbHandler=new CalculateButtonHandler();

calculateB.addActionListener(cbHandler);

//create Exit button

exitB=new JButton("calculate");

ebHandler=new ExitButtonHandler();

exitB.addActionListener(ebHandler);

setTitle("area and perimeter of a rectangle");

Container pane=getContentPane();

pane.setlayout(new GridLayout(5,2);

pane.add(lengthL);

pane.add(lengthTF);

pane.add(widthL);

pane.add(widthTF);

pane.add(areaL);

pane.add(areaTF);

pane.add(perimeterL);

pane.add(perimeterTF);

pane.add(calculateB);

pane.add(exitB);

setsize(WIDTH,HEIGHT);

setvisible(true);

setDefaultCloseOperation(EXIT\_ON\_CLOSE);

}

private class CalculateButtonHandler implements ActionListener

{

public void actionPerformed(ActionEvent e)

{

double width,length,area,perimeter;

length =Double.parseDouble(lengthTF.getText());

width =Double.parseDouble(widthTF.getText());

area=length\*width;

perimeter=2\*(length+width);

areaTF.setText(""+area);

perimeterTF.setText(""+perimeter);

}

}

private class ExitButtonHandler implements ActionListener

{

public void actionperformed(ActionEvent e)

{ system.exit(0);

}

}

private static void main(string[] args)

{

RectangleProgram rectObject=new RectangleProgram();

}

}