

AWT and Swing

1. Create a Swing application that functions as a basic calculator with addition, subtraction, multiplication, and division operations. It should include input fields for numbers, buttons for operations, and a display area for results. Implement event handling for button clicks.
2. Design a login form using Swing with username and password fields (JPasswordField), a login button, and a status label to display success or failure messages. Implement action listeners for the login button to validate credentials (e.g., hardcoded values for practice).
3. Build a simple AWT or Swing application with a button and a label. Each time the button is clicked, increment a counter displayed in the label. Include a "Reset" button to set the counter back to zero.
4. Develop a Swing application that can load and display an image selected by the user. Include a "Browse" button to open a file chooser and a JLabel to display the image.
5. Construct a rudimentary text editor using JTextArea. Include menu items for "Open," "Save," and "Exit." Implement basic file operations for opening and saving text.