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JAVA Lab

Assignment - 3

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Sub Code: CSE-230

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## **Java Program with GUI to Calculate Factorial of a Number**

### Code

**import** javax.swing.\*;

**import** java.awt.event.ActionEvent;

**import** java.awt.event.ActionListener;

**public** **class** Example **extends** JFrame {

**private** **static** **final** **long** ***serialVersionUID*** = -4665098097829410828L;

JLabel l1, l2, l3, l4;

JTextField t1, t2;

JButton b1;

**public** **void** SetComponents() {

l1 = **new** JLabel("Factorial of a number:");

l2 = **new** JLabel("Enter the number");

l4 = **new** JLabel();

t1 = **new** JTextField();

t2 = **new** JTextField();

b1 = **new** JButton("FACTORIAL NIKALDO");

setLayout(**null**);

b1.addActionListener(**new** handler());

l1.setBounds(50, 50, 200, 20);

l2.setBounds(50, 80, 200, 20);

t1.setBounds(180, 80, 200, 20);

b1.setBounds(60, 180, 100, 20);

l4.setBounds(50, 240, 200, 20);

add(l1);

add(l2);

add(l4);

add(t1);

add(b1);

}

**class** handler **implements** ActionListener {

@Override

**public** **void** actionPerformed(ActionEvent e) {

**int** a = Integer.*parseInt*(t1.getText());

**if** (a < 0) {

l4.setText("Error: Please Enter a Non-negative number.");

**return**;

}

**long** fact = 1;

**for** (**int** i = 2; i <= a; i++)

fact = fact\*i;

l4.setText("Result : " + fact);

}

}

**public** **static** **void** main(String[] args) {

Example e = **new** Example();

e.setSize(600, 600);

e.setVisible(**true**);

e.setDefaultCloseOperation(JFrame.***EXIT\_ON\_CLOSE***);

e.SetComponents();

}

}

### Output

