```
import java.awt.*;
import java.awt.event.*;
class awt10 extends Frame implements ActionListener
private Button b1,b2;
private TextField t1;
awt10()
t1=new TextField(20);
b1=new Button("One");
b2=new Button("Two");
b1.addActionListener(this);
b2.addActionListener(this);
setLayout(new FlowLayout());
add(t1);
add(b1);
add(b2);
setLocation(10,10);
setSize(400,400);
setVisible(true);
public void actionPerformed(ActionEvent e)
if(e.getSource()==b1)
t1.setText("One clicked");
if(e.getSource()==b2)
t1.setText("Two Clicked");
class example28psp
public static void main(String gg[])
awt10 a=new awt10();
import java.awt.*;
import java.awt.event.*;
class awt11 extends Frame implements ItemListener
private Checkbox c1,c2;
private TextField t1;
```

```
awt11()
c1=new Checkbox("Swimming");
c2=new Checkbox("Reading");
t1=new TextField(20);
c1.addItemListener(this);
c2.addItemListener(this);
setLayout(new FlowLayout());
add(c1);
add(c2);
add(t1);
setLocation(10,10);
setSize(400,400);
setVisible(true);
public void itemStateChanged(ItemEvent e)
if(e.getItemSelectable()==c1)
if(c1.getState()==true)
t1.setText("Swimming Checked");
else
t1.setText("Swimming Unchecked");
if(e.getItemSelectable()==c2)
if(c2.getState())
t1.setText("Reading checked");
else
t1.setText("Reading unchecked");
class example29psp
public static void main(String g[])
awt11 a=new awt11();
```

```
import java.awt.*;
import java.awt.event.*;
class awt12 extends Frame implements WindowListener
awt12()
addWindowListener(this);
setLocation(10,10);
setSize(400,400);
setVisible(true);
public void windowClosing(WindowEvent e)
//setVisible(false);
System.exit(0);
public void windowClosed(WindowEvent e){}
public void windowOpened(WindowEvent e){}
public void windowActivated(WindowEvent e){}
public void windowDeactivated(WindowEvent e){}
public void windowIconified(WindowEvent e){}
public void windowDeiconified(WindowEvent e){}
class example30psp
public static void main(String gg[])
awt12 a=new awt12();
import java.awt.*;
import java.awt.event.*;
class Toy extends WindowAdapter
public void windowClosing(WindowEvent e)
System.exit(0);
class awt13 extends Frame
awt13()
Toy t;
t=new Toy();
```

```
addWindowListener(t);
setLocation(10,10);
setSize(400,400);
setVisible(true);
class example31psp
public static void main(String gg[])
awt13 a=new awt13();
import java.awt.*;
import java.awt.event.*;
class awt14 extends Frame implements MouseListener
private TextField t1;
private TextArea ta;
private Button b1;
awt14()
t1=new TextField(40);
b1=new Button("Mouse Events");
ta=new TextArea();
setLayout(new FlowLayout());
add(t1);
add(ta);
add(b1);
b1.addMouseListener(this);
setLocation(10,10);
setSize(600,400);
setVisible(true);
public void displayDetails(MouseEvent ev)
ta.setText("Clicks : "+ev.getClickCount()+"\n");
ta.append("Location on component - x location "+ev.getX()+"\n");
ta.append("Location on component - y location "+ev.getY()+"\n");
ta.append("Location on screen - x location "+ev.getXOnScreen()+"\n");
ta.append("Location on screen - y location "+ev.getYOnScreen()+"\n");
if(ev.getButton()==ev.BUTTON1)
ta.append("Button Clicked: LEFT\n");
if(ev.getButton()==ev.BUTTON2)
```

```
{
ta.append("Button Clicked : CENTER\n");
if(ev.getButton()==ev.BUTTON3)
ta.append("Button Clicked : RIGHT\n");
public void mouseClicked(MouseEvent ev)
t1.setText("Mouse Clicked Event Fired");
displayDetails(ev);
public void mouseEntered(MouseEvent ev)
t1.setText("Mouse Entered Event Fired");
public void mouseExited(MouseEvent ev)
t1.setText("Mouse Exited Event Fired");
public void mousePressed(MouseEvent ev)
t1.setText("Mouse Pressed Event Fired");
displayDetails(ev);
public void mouseReleased(MouseEvent ev)
t1.setText("Mouse Released Event Fired");
class example32psp
public static void main(String gg[])
awt14 a=new awt14();
// When you will test the above example, you won't see the mouse released
// message, because the click event will get fired just after release and
// it will set the mouse clicked message. To see the mouse released message
// just comment the t1.setText in mouse clicked event
import java.awt.*;
import java.awt.event.*;
class awt15 extends Frame implements MouseMotionListener
```

```
awt15()
addMouseMotionListener(this);
setLayout(new BorderLayout());
setLocation(10,10);
setSize(400,400);
setVisible(true);
public void mouseMoved(MouseEvent ev)
// do some testing on your own
public void mouseDragged(MouseEvent ev)
// do some testing on your own
class example33psp
public static void main(String gg[])
awt15 a=new awt15();
import java.awt.*;
import java.awt.event.*;
class DrawingBoard extends Canvas
private int lastClickedXLocation,lastClickedYLocation;
DrawingBoard()
lastClickedXLocation=0;
lastClickedYLocation=0:
this.setBackground(Color.gray);
this.setForeground(Color.red);
public boolean mouseDown(Event e,int currentXLocation,int currentYLocation)
lastClickedXLocation = currentXLocation;
lastClickedYLocation = currentYLocation;
return true;
public boolean mouseDrag(Event e,int currentXLocation,int currentYLocation)
Graphics g = getGraphics();
g.drawLine(lastClickedXLocation,lastClickedYLocation,currentXLocation,currentYLocation);
```

```
lastClickedXLocation = currentXLocation;
lastClickedYLocation = currentYLocation;
return true;
class DrawingBoardFrame extends Frame
private DrawingBoard db;
DrawingBoardFrame()
db=new DrawingBoard();
setLayout(new BorderLayout());
add(db,BorderLayout.CENTER);
setLocation(10,10);
setSize(500,600);
setVisible(true);
class example34psp
public static void main(String gg[])
DrawingBoardFrame dbf=new DrawingBoardFrame();
// a gif file (java.gif) has been used in this example
// make sure that such kind of a image file is lying
// in the working directory. You can take any image file
// and adjust the code accordingly
import java.awt.*;
import java.awt.event.*;
import java.awt.image.*;
interface CrossButtonListener
public void windowClosing(WindowEvent e);
class CrossButtonHandler extends WindowAdapter
private CrossButtonListener target;
CrossButtonHandler(CrossButtonListener t)
target=t;
public void windowClosing(WindowEvent ev)
target.windowClosing(ev);
```

```
}
class AdditionFrame extends Frame implements CrossButtonListener,ActionListener
private TextField firstNum, secondNum;
private Button addButton;
private Label firstLabel, secondLabel;
private Label resultLabel;
AdditionFrame()
setTitle("Addition Module");
firstLabel=new Label("First Number");
firstNum=new TextField(10);
secondLabel=new Label("Second Label");
secondNum=new TextField(10);
addButton=new Button("Add");
addButton.addActionListener(this);
resultLabel=new Label("
Panel p1=new Panel();
p1.setLayout(new GridLayout(2,2));
p1.add(firstLabel);
pl.add(firstNum);
p1.add(secondLabel);
p1.add(secondNum);
Panel p2=new Panel();
p2.setLayout(new GridLayout(2,1));
p2.add(resultLabel);
p2.add(addButton);
setLayout(new BorderLayout());
add(p1,BorderLayout.CENTER);
add(p2,BorderLayout.SOUTH);
CrossButtonHandler ch:
ch=new CrossButtonHandler(this);
addWindowListener(ch);
setLocation(10,10);
setSize(400,150);
setVisible(true);
public void actionPerformed(ActionEvent ev)
// Integer.parseInt to conver a string to int
// String.valueOf to convert int to string
int num1, num2;
try
num1=Integer.parseInt(firstNum.getText());
num2=Integer.parseInt(secondNum.getText());
```

```
int total=num1+num2;
resultLabel.setText("Result : "+String.valueOf(total));
}catch(NumberFormatException nfe)
resultLabel.setText("Please provied 2 numbers");
public void windowClosing(WindowEvent ev)
setVisible(false);
class SubstractionFrame extends Frame implements CrossButtonListener, ActionListener
private TextField firstNum, secondNum;
private Button substractButton;
private Label firstLabel, secondLabel;
private Label resultLabel;
SubstractionFrame()
setTitle("Substraction Module");
firstLabel=new Label("First Number");
firstNum=new TextField(10);
secondLabel=new Label("Second Label");
secondNum=new TextField(10);
substractButton=new Button("Substract");
substractButton.addActionListener(this);
resultLabel=new Label("
                             ");
Panel p1=new Panel();
p1.setLayout(new GridLayout(2,2));
pl.add(firstLabel);
pl.add(firstNum);
p1.add(secondLabel);
pl.add(secondNum);
Panel p2=new Panel();
p2.setLayout(new GridLayout(2,1));
p2.add(resultLabel);
p2.add(substractButton);
setLayout(new BorderLayout());
add(p1,BorderLayout.CENTER);
add(p2,BorderLayout.SOUTH);
CrossButtonHandler ch;
ch=new CrossButtonHandler(this);
addWindowListener(ch):
setLocation(10,10);
setSize(400,150);
```

```
setVisible(true);
public void actionPerformed(ActionEvent ev)
int num1, num2;
try
num1=Integer.parseInt(firstNum.getText());
num2=Integer.parseInt(secondNum.getText());
int difference=num1-num2;
resultLabel.setText("Result : "+String.valueOf(difference));
}catch(NumberFormatException nfe)
resultLabel.setText("Please provied 2 numbers");
public void windowClosing(WindowEvent ev)
setVisible(false);
class ImagePanel extends Panel
private Image img;
ImagePanel()
img=Toolkit.getDefaultToolkit().getImage("java.gif");
MediaTracker mt=new MediaTracker(this);
mt.addImage(img,0);
public void update(Graphics g)
paint(g);
public void paint(Graphics g)
if(img!=null)
g.drawImage(img,0,0,this);
class AboutBox extends Frame implements CrossButtonListener
private ImagePanel ip;
private Label topMessageLabel,bottomMessageLabel;
AboutBox()
```

```
{
setTitle("About Us");
ip=new ImagePanel();
topMessageLabel=new Label("Thinking Machines");
bottomMessageLabel=new Label("Menu Example");
setLayout(new BorderLayout());
add(topMessageLabel,BorderLayout.NORTH);
add(ip,BorderLayout.CENTER);
add(bottomMessageLabel,BorderLayout.SOUTH);
addWindowListener(new CrossButtonHandler(this));
setLocation(10,10);
setSize(300,300);
setVisible(true);
public void windowClosing(WindowEvent ev)
setVisible(false);
class MainMenu extends Frame implements ActionListener, CrossButtonListener
private MenuBar mb;
private Menu m1,m2,m3;
private MenuItem addMenuItem, substractMenuItem, exitMenuItem, aboutMenuItem;
MainMenu()
addMenuItem=new MenuItem("Add");
addMenuItem.addActionListener(this);
substractMenuItem=new MenuItem("substract");
substractMenuItem.addActionListener(this);
exitMenuItem=new MenuItem("Exit");
exitMenuItem.addActionListener(this):
aboutMenuItem=new MenuItem("About Us");
aboutMenuItem.addActionListener(this);
m1=new Menu("Options");
m2=new Menu("Math");
m3=new Menu("Help");
m3.add(aboutMenuItem);
m2.add(addMenuItem);
m2.add(substractMenuItem);
m1.add(m2);
m1.add(exitMenuItem);
mb=new MenuBar();
mb.add(m1);
mb.add(m3);
setMenuBar(mb);
addWindowListener(new CrossButtonHandler(this));
```

```
setLocation(10,10);
setSize(500,500);
setVisible(true);
public void windowClosing(WindowEvent ev)
System.exit(0);
public void actionPerformed(ActionEvent ev)
if(ev.getSource()==addMenuItem)
AdditionFrame af=new AdditionFrame();
if(ev.getSource()==substractMenuItem)
SubstractionFrame sf=new SubstractionFrame();
if(ev.getSource()==exitMenuItem)
System.exit(0);
if(ev.getSource()==aboutMenuItem)
AboutBox ab=new AboutBox();
class example35psp
public static void main(String g[])
MainMenu m;
m=new MainMenu();
```