**Task – 01**

Write a program using Swing for GUI.

The program should have 3 buttons named “Button 1”, “Button 2” & “Button 3”.

When the user presses Button 1, it should become invisible, but Button 2 and 3 should remain visible.

Similarly, when the user presses Button 2 or Button 3, it should disappear and the other two should remain visible.

Your program should make use of ActionListeners to perform this task.

**Hint**: You can use the method “**setVisible**” to make buttons disappear or reappear. You can use the method “**eventSource**” to check the event source.

**Task – 02**

Write a program using Swing.

The Program should have a 500x500 size window. Extend your class from JFrame, and make a JFrame object in your class.

Create a JLabel that displays the cursor’s location at any given point. The JLabel should move around with the Cursor.

**Hint**: You can use the built-in methods of MouseEvent class for getting X and Y coordinates of the cursor. The methods are called getX and getY.

Alternatively, you can use the following code snippet.

Point p = MouseInfo.*getPointerInfo*().getLocation();

p.x would return the X coordinate, and p.y would return the Y coordinate.

**Task – 03**

Create a very basic calculator with add, subtract, multiply and divide operations using Swing. Use only JButtons, JLabels and JTextFields for your application.

* Your calculator should take inputs in two JTextFields only.
* When the user presses an operation, the result should be displayed in a JLabel.
* If the second number is 0, the calculator should make the divide button invisible as that would cause a division by zero error.

You may need to use some concepts from Task – 01 here.