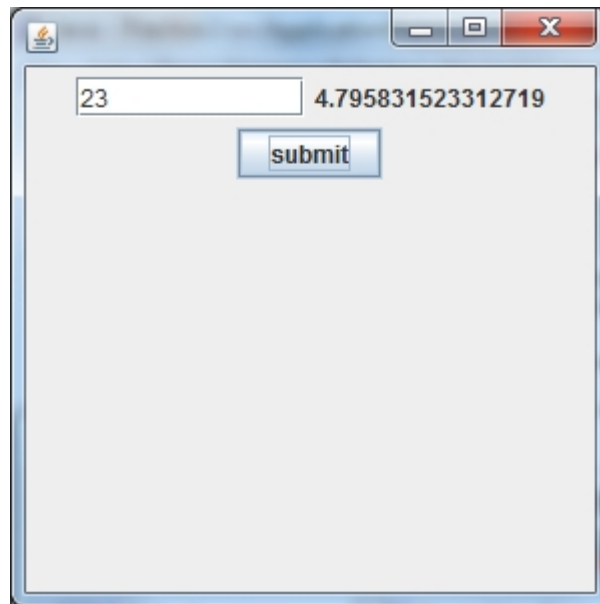
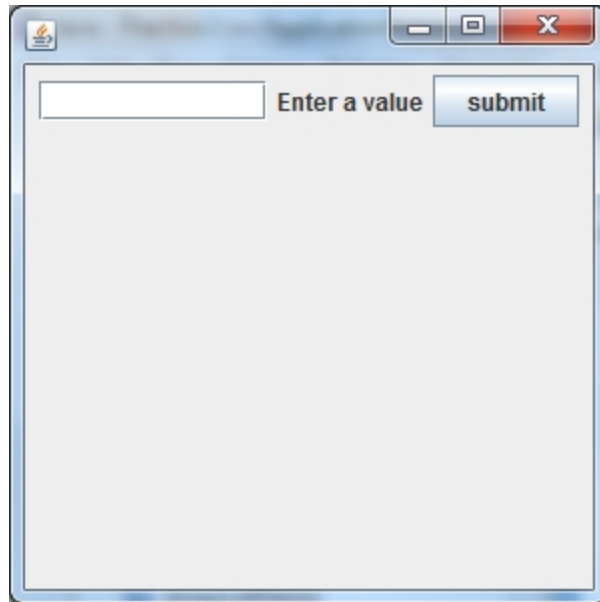


## Practice 2:

Change the ApplicationFrame class so it implements ActionListener. If the user clicks submit or hits enter when JTextField has focus, then then fetch the string the user has currently entered. Parse it to obtain a double value. Take the square root of that value, convert the result to a string, then set the JLabel to display that result. You should handle non-numeric and negative input as demonstrated in the screen shots below.

For more practice, change what you did to use an anonymous inner class for your ActionListener instead of making ApplicationFrame implement ActionListener.



A Java Swing window titled "Number Entry" with a standard Mac OS X-style title bar (red, yellow, and green buttons). The window contains a text input field with the value "-23". Below the text field, the text "Must enter a non-negative number" is displayed in a bold, black font. To the right of this message is a blue button with the text "submit".

A Java Swing window titled "Number Entry" with a standard Mac OS X-style title bar. The window contains a text input field with the value "rsef". Below the text field, the text "Must enter a number" is displayed in a bold, black font. Below this message is a blue button with the text "submit".