

PROGRAM:

```
import java.awt.*;
```

```
import java.awt.event.*;
```

```
import java.applet.*;
```

```
/*
```

```
<applet code="TextFieldPassword" width=500 height=300>
```

```
</applet>
```

```
*/
```

```
public class TextFieldPassword extends Applet implements ActionListener
```

```
{
```

```
    Label l1, l2 ;
```

```
    TextField t1, t2 ;
```

```
    String msg1="", msg2="", msg3="" ;
```

```
    public void init()
```

```
    {
```

```
        l1 = new Label("Name") ;
```

```
        l2 = new Label("Password") ;
```

```
        t1 = new TextField() ;
```

```
        t2 = new TextField() ;
```

```
        t2.setEchoChar('*');
```

```
        setLayout(null) ;
```

```
        l1.setBounds(20,20,100,30) ;
```

```
        t1.setBounds(130,20,100,30) ;
```

```
        l2.setBounds(20,70,100,30) ;
```

```
        t2.setBounds(130,70,100,30) ;
```

```
        add(l1);
```

```
        add(t1);
```

```
        add(l2);
```

```
        add(t2);
```

```
        t1.addActionListener(this);
```

```
        t2.addActionListener(this);
```

```
    }
```

```
    public void actionPerformed(ActionEvent ae)
```

```
    {
```

```
        msg1 = t1.getText() ;
```

```
        msg2 = t1.getSelectedText() ;
```

```
        msg3 = t2.getText() ;
```

```
        repaint() ;
```

```
    }
```

```
public void paint(Graphics g)
{
    g.drawString("Name: "+msg1, 20, 180);
    g.drawString("Selected text in name: "+msg2, 20, 200);
    g.drawString("Password: "+msg3, 20, 220);
    showStatus("Name & Password") ;
}
}
```

OUTPUT:

D:\Aniket JAVA>javac TextFieldPAssword.java

D:\Aniket JAVA>appletviewer TextFieldPAssword.java

