

# AWT-PROGRAMS

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3-D

ResizeMe

```
import
java.awt.*;

import java.awt.event.*;

public class ResizeMe extends Frame {
    final int inc = 25;
    int max = 500;
    int min = 200;
    Dimension d;

    public ResizeMe() {
        addMouseListener (new MouseAdapter() {
            public void mouseReleased(MouseEvent me) {
                int w = (d.width + inc) > max?min
:(d.width + inc);
                int h = (d.height + inc) > max?min
:(d.height + inc);
                setSize(new Dimension(w,h));
            }
        });

        addWindowListener(new WindowAdapter(){
            public void windowClosing(WindowEvent we){
                System.exit(0);
            }
        });
    }

    public void paint(Graphics g){
        Insets i = getInsets();
        d = getSize();

        g.drawLine(i.left,i.top,d.width-i.right,d.height-i.bottom);
    }
}
```

```
        g.drawLine(i.left ,d.height-i.bottom,d.width-i.right,i.top);  
    }  
    public static void main(String args[]){  
        ResizeMe appwin = new ResizeMe();  
  
        appwin.setSize(new Dimension(200,200));  
        appwin.setTitle("ResizeMe");  
        appwin.setVisible(true);  
    }  
}
```

