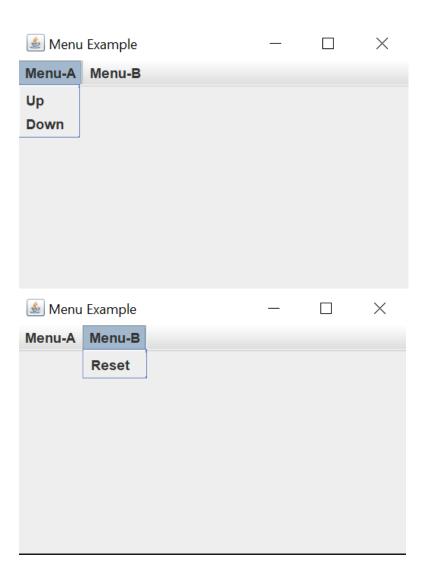
Assignment-6 22610011-Anuja Suntnur

1. Create two menu-bars, Menu-A and Menu-B. Menu-A contains 2 menu-items (Up and Down). Menu-B has 1 menu-item (Reset).

```
import javax.swing.*;
public class Menus {
    public Menus() {
        JFrame frame = new JFrame("Menu Example");
        JMenuBar menuBar = new JMenuBar();
        JMenu menuA = new JMenu("Menu-A");
        JMenuItem upMenuItem = new JMenuItem("Up");
        JMenuItem downMenuItem = new JMenuItem("Down");
        menuA.add(upMenuItem);
        menuA.add(downMenuItem);
        JMenu menuB = new JMenu("Menu-B");
        JMenuItem resetMenuItem = new JMenuItem("Reset");
        menuB.add(resetMenuItem);
        menuBar.add(menuA);
        menuBar.add(menuB);
        frame.setJMenuBar(menuBar);
        frame.setSize(300, 200);
        frame.setDefaultCloseOperation(JFrame.EXIT ON CLOSE);
        frame.setVisible(true);
    }
    public static void main(String[] args) {
        SwingUtilities.invokeLater(Menus::new);
```



2. Design a simple admission form using java GUI.

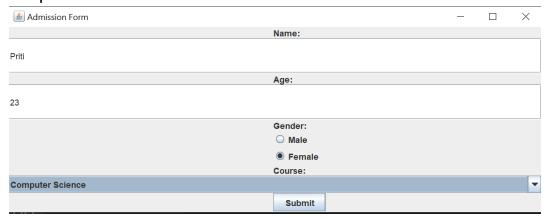
```
import javax.swing.*;
public class AdmissionForm {
    public AdmissionForm() {
        JFrame frame = new JFrame("Admission Form");
        JLabel nameLabel = new JLabel("Name:");
        JLabel ageLabel = new JLabel("Age:");
        JLabel genderLabel = new JLabel("Gender:");
        JLabel courseLabel = new JLabel("Course:");
        JTextField nameField = new JTextField(20);
        JTextField ageField = new JTextField(5);
        JRadioButton maleRadioButton = new JRadioButton("Male");
        JRadioButton femaleRadioButton = new JRadioButton("Female");
        ButtonGroup genderGroup = new ButtonGroup();
        genderGroup.add(maleRadioButton);
        genderGroup.add(femaleRadioButton);
        String[] courses = {"Information Technology", "Computer Science",
 Electrical", "Electronics"};
        JComboBox<String> courseComboBox = new JComboBox<>(courses);
        JButton submitButton = new JButton("Submit");
        JPanel panel = new JPanel();
        panel.setLayout(new BoxLayout(panel, BoxLayout.Y_AXIS));
        panel.add(nameLabel);
        panel.add(nameField);
        panel.add(ageLabel);
        panel.add(ageField);
        panel.add(genderLabel);
        panel.add(maleRadioButton);
        panel.add(femaleRadioButton);
        panel.add(courseLabel);
        panel.add(courseComboBox);
```

```
panel.add(submitButton);

frame.add(panel);

frame.setSize(300, 250);
 frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
 frame.setVisible(true);
}

public static void main(String[] args) {
    SwingUtilities.invokeLater(AdmissionForm::new);
}
```



3. Write a JAVA program to create login application(GUI). If login is successful then display user information else display message as "wrong username or password".

```
import javax.swing.*;
import java.awt.event.*;
public class LoginApplication {
    private static final String VALID USERNAME = "Anuja";
    private static final String VALID_PASSWORD = "1234";
    public static void main(String[] args) {
        JFrame frame = new JFrame("Login Application");
        frame.setSize(300, 150);
        frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
        JPanel panel = new JPanel();
        frame.add(panel);
        placeComponents(panel);
        frame.setVisible(true);
    private static void placeComponents(JPanel panel) {
        panel.setLayout(null);
        JLabel userLabel = new JLabel("User:");
        userLabel.setBounds(10, 20, 80, 25);
        panel.add(userLabel);
        JTextField userText = new JTextField(20);
        userText.setBounds(100, 20, 165, 25);
        panel.add(userText);
        JLabel passwordLabel = new JLabel("Password:");
        passwordLabel.setBounds(10, 50, 80, 25);
        panel.add(passwordLabel);
        JPasswordField passwordText = new JPasswordField(20);
        passwordText.setBounds(100, 50, 165, 25);
        panel.add(passwordText);
        JButton loginButton = new JButton("Login");
        loginButton.setBounds(10, 80, 80, 25);
```

```
panel.add(loginButton);
        JLabel messageLabel = new JLabel("");
        messageLabel.setBounds(100, 80, 300, 25);
        panel.add(messageLabel);
        loginButton.addActionListener(new ActionListener() {
            public void actionPerformed(ActionEvent e) {
                String username = userText.getText();
                String password = new String(passwordText.getPassword());
                if (isValidLogin(username, password)) {
                    messageLabel.setText("Login Successful. Welcome, " + username
+ "!");
                } else {
                    messageLabel.setText("Wrong username or password.");
            }
        });
    private static boolean isValidLogin(String username, String password) {
        return username.equals(VALID_USERNAME) &&
password.equals(VALID PASSWORD);
```

≜ Login Application —		_		×	
User:	Anuja				
Password:	••••				
Login	Login Successful. Welcome, Anuja!				

4. Design a java application with various layout managers.

```
import javax.swing.*;
import java.awt.*;
public class Layouts {
    public Layouts() {
        JFrame frame = new JFrame("Layout Manager Example");
        frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
        // BorderLayout
        JPanel borderPanel = new JPanel(new BorderLayout());
        borderPanel.setBorder(BorderFactory.createTitledBorder("BorderLayout"));
        borderPanel.add(new JButton("North"), BorderLayout.NORTH);
        borderPanel.add(new JButton("South"), BorderLayout.SOUTH);
        borderPanel.add(new JButton("East"), BorderLayout.EAST);
        borderPanel.add(new JButton("West"), BorderLayout.WEST);
        borderPanel.add(new JButton("Center"), BorderLayout.CENTER);
        // FlowLayout
        JPanel flowPanel = new JPanel(new FlowLayout());
        flowPanel.setBorder(BorderFactory.createTitledBorder("FlowLayout"));
        flowPanel.add(new JButton("Button 1"));
        flowPanel.add(new JButton("Button 2"));
        flowPanel.add(new JButton("Button 3"));
        // GridLayout
        JPanel gridPanel = new JPanel(new GridLayout(3, 3, 5, 5));
        gridPanel.setBorder(BorderFactory.createTitledBorder("GridLayout"));
        for (int i = 1; i \le 9; i++) {
            gridPanel.add(new JButton("Button " + i));
        // BoxLayout
        JPanel boxPanel = new JPanel();
        boxPanel.setLayout(new BoxLayout(boxPanel, BoxLayout.Y_AXIS));
        boxPanel.setBorder(BorderFactory.createTitledBorder("BoxLayout"));
        boxPanel.add(new JButton("Button 1"));
        boxPanel.add(new JButton("Button 2"));
        boxPanel.add(new JButton("Button 3"));
        // Adding panels to the frame
        frame.setLayout(new GridLayout(2, 2, 5, 5));
        frame.add(borderPanel);
```

```
frame.add(flowPanel);
    frame.add(gridPanel);
    frame.add(boxPanel);

    frame.setSize(600, 400);
    frame.setVisible(true);
}

public static void main(String[] args) {
    SwingUtilities.invokeLater(new Runnable() {
        public void run() {
            new Layouts();
        }
    });
}
```

