

Practice problems for CT

1.

3.

N1: N2:

Result:

When "Add" button is pressed

N1: N2:

Result:

When "Subtract" button is pressed

Take a look at the sample GUI given above. It contains three text fields, two for taking input of two integers and one for displaying the result. It also has two buttons –

- "Add" - adds N1 and N2 and displays it on Result.
- "Subtract" - subtracts N2 from N1 and displays it on Result.

Now, write **ONLY the appropriate event handling function** that implements the functionality of these two buttons. Assume variable names for GUI elements and listeners as necessary. [10]

2.

Create a button with label "click me". When the button will be pressed the label will be changed to "clicked". After then if the button is clicked again then the label will be reset to "click me"

3.

- Create a textfield. Initially nothing will be displayed in the textfield
- Create a label that will also display nothing initially
- Create a submit button. When you press it, the text in the textfield will be displayed into the label.

4.

Remember how you raced with your friends in your childhood? Someone shouted: 3...2...1...GO! And you started running! Now, create a simple GUI application that shows 3...2...1...GO!

The GUI will have only 2 components in a Frame: A **Label** and a **Button**. The label will **not show any text** in the beginning and the **frame's layout** will be set to **FlowLayout**. When you press the button the first time, the label will show "3...". The next time you press the button, the label will show "2...", then "1..." and lastly "GO!".

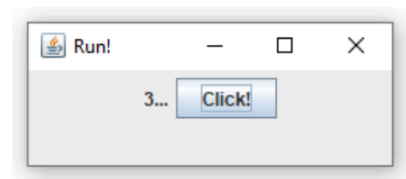
Some parts of the code are done for you, you will need to complete the rest (Consider appropriate classes are imported).

```
class Main {
    public static void main(String[] args) {
        JFrame fr = new JFrame("Run!");
        fr.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
        fr.setSize(250, 100);

        JLabel label = new JLabel();
        JButton button = new JButton("Click!");

        // Write your code here.

        fr.setVisible(true);
    }
}
```



5.

a) Write the code to get a Java GUI application like Image below that has the functionality of converting Foot to Inch after pressing the Convert button. Assume all the packages are imported. User can input decimal numbers in the input fields (e.g. 10, 5.5 etc). *Formula: 1 foot = 12 Inch*

b) add another button ConvertToFoot beside ConvertToInch Now, if Convert to Inch is pressed, the value of foot (given in the Foot TextField) will be converted to inch as previous and if Convert to Foot is pressed, the value of inch (given in the Inch TextField) will be converted to foot (The result will be shown in the Foot TextField).

