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Section: B

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Subject: Object Oriented Programming Lab

Practical-12

• Problem Definition:

Create a frame to enter the information of student like name, roll number, mobile no., postal address (Can have multiple lines). Also provide the option to mention the gender of the student. Take the information of hobbies he/she have like, reading, playing, music, drawing, cooking (student can have multiple hobbies

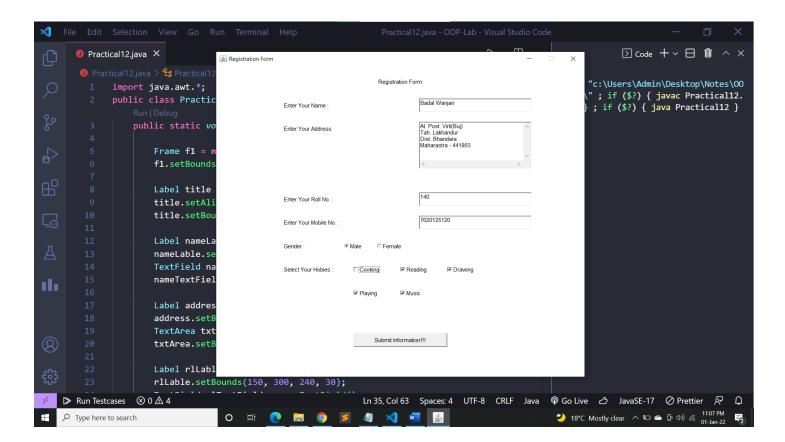
• Program:

```
import java.awt.*;
public class Practical12{
    public static void main(String [] args){
        Frame f1 = new Frame("Registration Form");
        f1.setBounds(new Rectangle(800, 700));
        Label title = new Label("Registration Form");
        title.setAlignment(Label.CENTER);
        title.setBounds(260, 50, 280, 30);
        Label nameLable = new Label("Enter Your Name : ");
        nameLable.setBounds(150, 100, 240, 30);
        TextField nameTextField = new TextField();
        nameTextField.setBounds(440, 100, 240, 30);
        Label address = new Label("Enter Your Address");
        address.setBounds(150, 150, 240, 30);
        TextArea txtArea = new TextArea();
        txtArea.setBounds(440, 150, 240, 100);
        Label rlLable = new Label("Enter Your Roll No. : ");
        rlLable.setBounds(150, 300, 240, 30);
        TextField rlTextField = new TextField();
```

```
rlTextField.setBounds(440, 300, 240, 30);
Label mobNo = new Label("Enter Your Mobile No. : ");
mobNo.setBounds(150, 350, 240, 30);
TextField mobNoTextField = new TextField();
mobNoTextField.setBounds(440, 350, 240, 30);
Label genderLable = new Label("Gender : ");
genderLable.setBounds(150, 400, 70, 30);
CheckboxGroup chBoxGroup = new CheckboxGroup();
Checkbox male = new Checkbox("Male", chBoxGroup, false);
male.setBounds(280, 400, 50, 30);
Checkbox female = new Checkbox("Female", chBoxGroup, false);
female.setBounds(350, 400, 70, 30);
Label hobbyLabel = new Label("Select Your Hobies : ");
hobbyLabel.setBounds(150, 450, 180, 30);
Checkbox cooking = new Checkbox("Cooking");
Checkbox reading = new Checkbox("Reading");
Checkbox drawing = new Checkbox("Drawing");
Checkbox playing = new Checkbox("Playing");
Checkbox music = new Checkbox("Music");
cooking.setBounds(300, 450, 60, 30);
reading.setBounds(400, 450, 60, 30);
playing.setBounds(300, 500, 60, 30);
music.setBounds(400, 500, 60, 30);
drawing.setBounds(500, 450, 60, 30);
Button btn = new Button("Submit Information!!!");
btn.setBounds(300, 600, 200, 30);
f1.add(btn);
f1.add(reading);
f1.add(cooking);
f1.add(playing);
f1.add(music);
f1.add(drawing);
f1.add(hobbyLabel);
f1.add(male);
f1.add(female);
f1.add(genderLable);
f1.add(mobNo);
f1.add(mobNoTextField);
f1.add(rlLable);
f1.add(rlTextField);
f1.add(nameTextField);
f1.add(nameLable);
```

```
f1.add(address);
  f1.add(txtArea);
  f1.add(title);
  f1.setResizable(false);
  f1.setLayout(null);
  f1.setVisible(true);
}
```

Screenshot:



• Result:

By studying concept AWT components in Java, I have successfully completed Practical-12.