

Practical 6: Events

- a. Write a java programs to demonstrate the ActionEvent and take the name from user and display the message.

The screenshot displays an IDE with a Java Swing window and its corresponding source code.

Swing Window:

- Top-left: Label "Name"
- Top-right: Text field containing "Mrunal"
- Bottom-left: Button labeled "Display"
- Bottom-right: Label displaying "Welcome Mrunal"

Source Code (Event.java):

```
11 import java.awt.*;
12 import java.awt.event.ActionEvent;
13 import java.awt.event.ActionListener;
14 import javax.swing.*;
15 public class Event extends JFrame implements ActionListener{
16     JLabel l1,l2;
17     JTextField t1;
18     JButton b1;
19     Event(){
20         l1=new JLabel("Name");
21         t1=new JTextField();
22         b1=new JButton("Display");
23         l2=new JLabel();
24         b1.addActionListener(this);
25
26         add(l1);
27         add(t1);
28         add(b1);
29         add(l2);
30         setSize(300,300);
31         setLayout(new GridLayout(2,2));
32         setVisible(true);
33     }
34     public static void main(String[] args) {
35         Event obj=new Event();
36     }
37     @Override
38     public void actionPerformed(ActionEvent e){
39         String n=t1.getText();
40         l2.setText("Welcome "+n);
41     }
42 }
```

- b. Write a java programs to demonstrate the ActionEvent and take two numbers from user and display the addition.

