**Lab Tasks**

**Task 1: Student Registration Form [ 10 Points ]**

* **Scenario**: Create a registration form for students to sign up for an extracurricular activity.
* **Components Required**:
  + JTextField for entering the student's name.
  + JComboBox for selecting the student's grade level (e.g., Grade 9, Grade 10).
  + JCheckBox options for different activities (e.g., Debate Club, Science Fair, Sports).
  + JButton labeled "Register".
* **Action**: When the "Register" button is clicked, display a message dialog that shows the student's name, selected grade level, and the activities they've chosen.

**Task 2: Library Book Search [ 10 Ponits ]**

* **Scenario**: Design a form for a library system where users can search for books.
* **Components Required**:
  + JTextField for entering the book title or author.
  + JButton labeled "Search".
  + JTextArea to display the search results (e.g., book titles, authors, availability).
* **Action**: When the "Search" button is clicked, show a message dialog displaying the search term and a mock result, such as "3 books found matching 'Java Programming'."

**Task 3: Feedback Form [ 10 Points ]**

* **Scenario**: Create a feedback form for a school event.
* **Components Required**:
  + JTextField for entering the participant's name.
  + JTextArea for writing comments or feedback.
  + JComboBox to rate the event (e.g., Excellent, Good, Fair, Poor).
  + JButton labeled "Submit Feedback".
* **Action**: When the "Submit Feedback" button is clicked, display a message dialog thanking the participant by name and showing their selected rating and feedback comment.

**Task 4: Login System [10 Points ]**

* **Scenario**: Develop a simple login form for a school management system.
* **Components Required**:
  + JTextField for entering a username.
  + JPasswordField for entering a password.
  + JButton labeled "Login".
* **Action**: When the "Login" button is clicked, check if the username and password match predefined values (e.g., username: "admin", password: "1234"). If they match, show a success message dialog; otherwise, show an error message dialog.

**Task 5: Order Form for a School Canteen [ 10 Points ]**

* **Scenario**: Design an order form for a school canteen where students can place lunch orders.
* **Components Required**:
  + JTextField for entering the student's name.
  + JComboBox to select a food item (e.g., Sandwich, Salad, Pizza).
  + JSpinner to choose the quantity.
  + JButton labeled "Place Order".
* **Action**: When the "Place Order" button is clicked, display a message dialog showing the student's name, the selected food item, and the quantity ordered. For example, "Ali, you have ordered 2 Sandwich(es)."

These tasks encourage students to practice both the design aspects of Swing (using different components) and handling user actions through event listeners, making the learning experience practical and interactive.

**Task 6: Design the FlexStudents System [ 50 Points ]**

* **Scenario:** Design the entire user interface for a student management system called "FlexStudents" using Java Swing. Focus on creating all necessary forms and layouts for managing students, such as registration, viewing, and updating student information.
* **Instructions:**
  + Use different Swing components to create the layout.
  + No need to implement any functionality; just focus on the design aspect.
  + Include all the forms and pages you think are necessary for a comprehensive student management system.

Use your creativity and understanding of Swing to design the "FlexStudents" system interface completely.