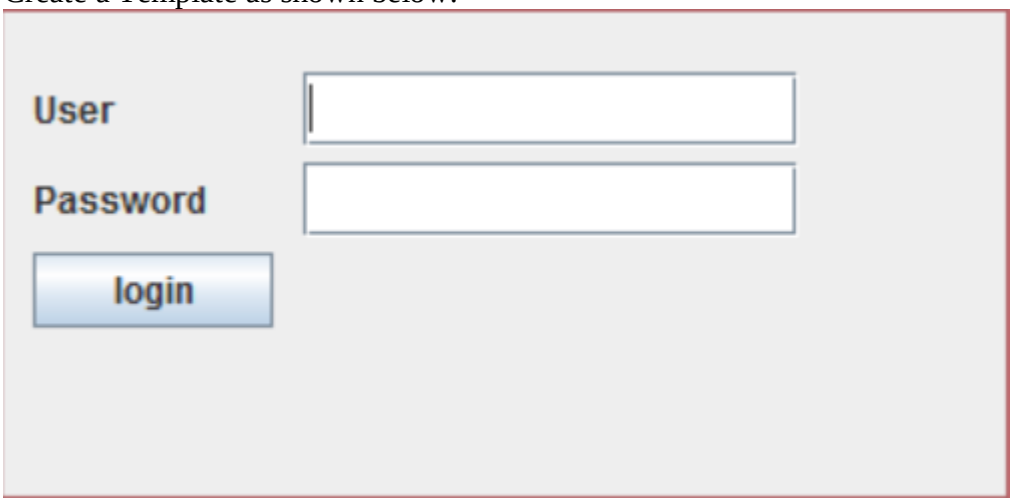
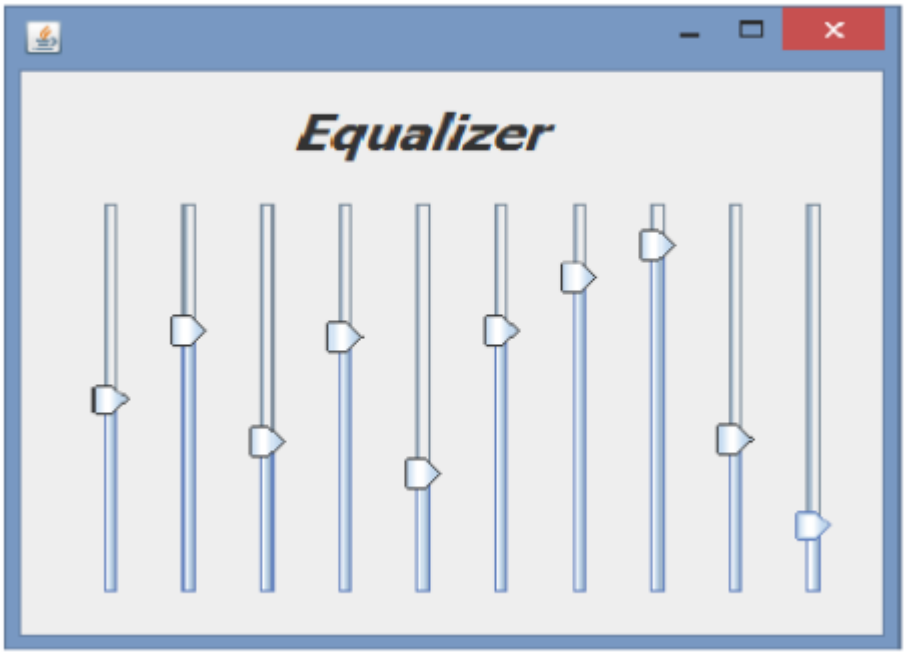
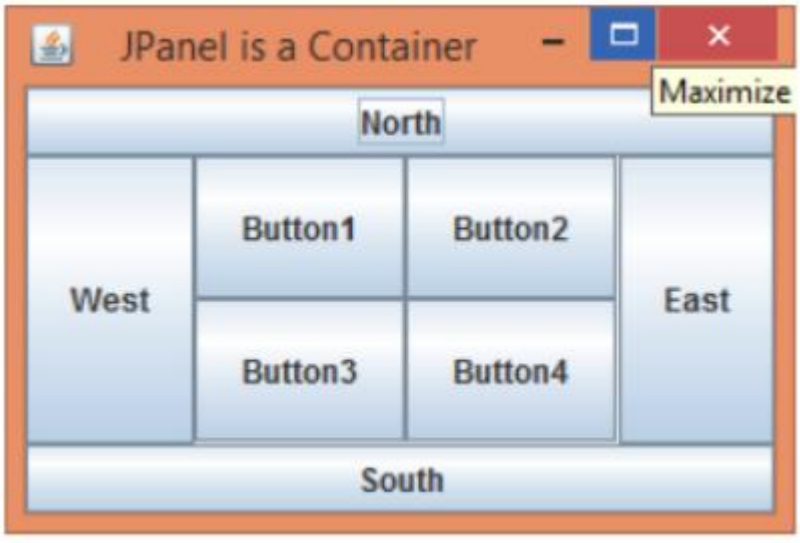
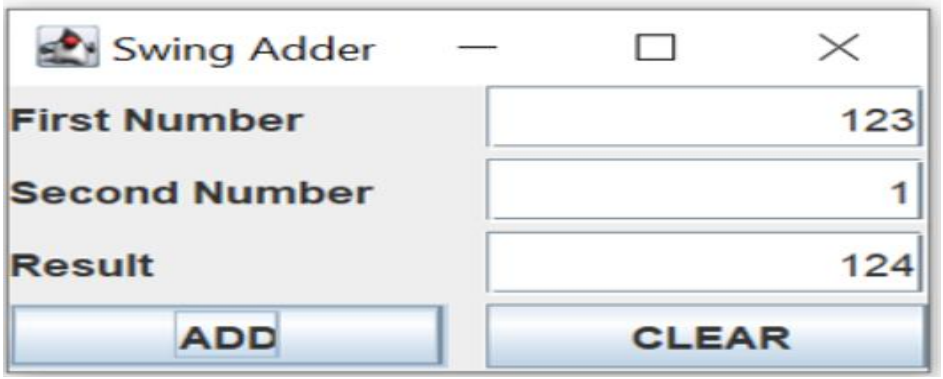
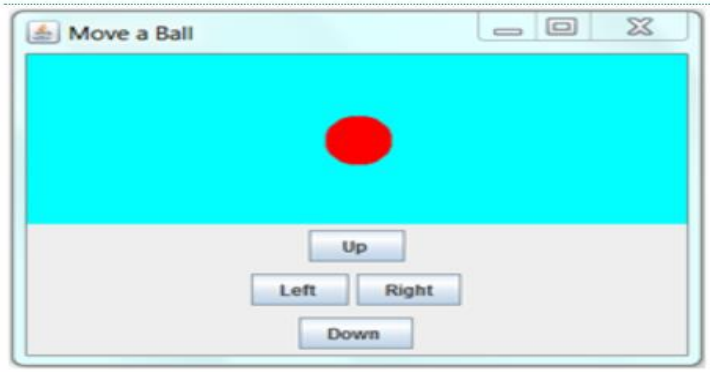
MODULE 5

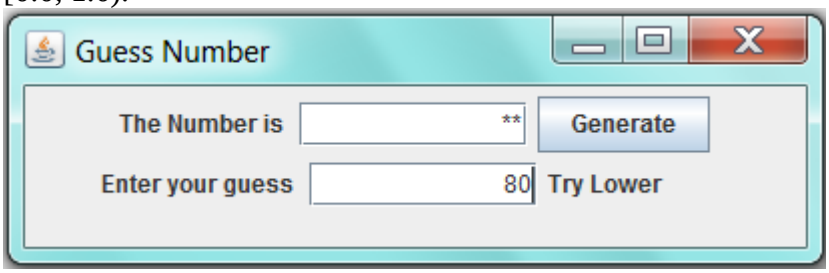
Q No	Question
1	Design a Unit converter that lets users input data in kilometers and convert it to miles.
2	Develop a GUI which will have the following field. a. Name : TextField b. State : Choice/Dropdown c. District : Choice/Dropdown d. Pincode: Textfield e. Gender: Radio button
3	Develop a Pop-up menu that displays 3 options: 1. Create new file 2. Open new file 3. Edit new file If any of the options is selected, it displays a message “done”.
4	Create a Template as shown below:  For wrong credentials, display a pop-up message “ wrong Username/Password”
5	Draw a brown colour table using JAVA
6	Write a java program to create an Equalizer.

	
7	Create a Date of Birth Frame, with drop down menu for Year, month and date.
8	Create java program to get the following output. 
9	Design a custom logo of your choice using JAVA
10	Create a 3x3 sized grid of tiles and one of those tiles/buttons will be defined as

	the winning one. Set the names of the buttons to be 0 and one Tile will be selected at random and get the name 1. We will start with 9 points and white buttons. The pressed ones will turn red if they are not the winning tile and our points will decrease by 1.
11	Create a GUI using JAVA for building a To-Do list where users can add or remove tasks. The tasks should be displayed in a List or Text Area.
12	Design a simple paint program in JAVA using GUI programming with tools to draw lines, circles, and rectangles on a canvas.
13	Create a GUI using JAVA for ATM. Include options of cash withdrawal, deposit, checking balance, and changing PIN of debit card. Include exception handling wherever applicable.
14	Create a GUI using JAVA for a Library Management System. Include options for issue, return and fine. Include exception handling wherever applicable.
15	Design a currency converter that lets users input an amount in one currency and convert it to another currency.
16	Develop a stopwatch application with start, stop, and reset buttons to measure time.
17	Build a password manager application that securely stores and manages passwords.
18	Create a simple note-taking app that allows users to create, edit, and save notes.
19	Create a simple GUI for an Inventory Management System. Include options for add, delete, list and search products.
20	Create a counter using GUI that includes a Button called “Count”. The count should increase in value every time the button is pressed.
21	Write a java code to draw concentric circles and fill with rainbow colors.
22	Write a java code to draw a simple house.
23	Write a java code to draw the symbol below.

	
24	Write a Java program that uses Java Swing to draw a simple traffic light. The traffic light should consist of three circles (representing red, yellow, and green lights) that change color at regular intervals. Implement the color change logic and a timer to control the intervals.
25	Create a Java Swing application that implements a user registration form. The form should include the following components: Labels and text fields for the user to enter their name, email, and password. A text area for additional comments. A checkbox for the user to accept the terms and conditions. Buttons for submitting the form and resetting the form fields. Implement the following functionalities: When the user clicks the "Submit" button, the program should validate the input. Ensure that the name, email, and password are not empty, and the terms and conditions checkbox is checked. Display a success message if the form is valid; otherwise, display an error message. The "Reset" button should clear all the form fields.
26	Create a Java application that simulates a basic drawing program. Implement event handling for mouse clicks and mouse drags to draw lines on a canvas. Include the ability to change the line color, thickness, and style.
27	Develop a Java program with a graphical window. Create a simple graphical object, like a square or a circle, displayed on the window. Allow the object to move up, down, left, and right using the arrow keys on the keyboard. Implement event handling for key presses to control the object's movement. Ensure that the object stays within the visible area of the window. Display the current position of the object on the window.
28	Create a Java program with a graphical window. Implement event handling for mouse clicks and mouse movements. Display the coordinates of the mouse cursor in real-time as the mouse moves. Include features to capture and display the coordinates of a mouse click.

29	Write a Java Swing code example that creates a JFrame with a blue square and a button. When you click the button, it changes the color of the square to green.
30	Write a java programme to create a Quiz of three questions and on the submit display score.
31	Write a java program to create following output  Enter n value and display factorial in other text field
32	 Write a java program to display above output
33	Write a java program to move ball position as per key on click event 

34	Write a java program to create currency converter
35	Write a java program to create sign-up page and save all information to file data.txt
36	Write a GUI program called SwingTemperatureConverter to convert temperature values between Celsius and Fahrenheit. User can enter either the Celsius or the Fahrenheit value, in floating-point number.
37	Write a number guessing game in Swing (as shown in the Figure). The program shall generate a random number between 1 to 100. It shall mask out the random number generated and output "Yot Got it", "Try Higher" or "Try Lower" depending on the user's input. Hints: You can use Math.random() to generate a random number in double in the range of [0.0, 1.0). 
38	Write a java program to demonstrate all key events(keypressed,keyreleased)
39	Write java program to create calculator using swing
40	Write java program to count word and characters which typed in given textarea