Object-Oriented Programming Lab, Lab#8, Spring 2019
Graphical User Interface

1) Write a simple Java Swing/AWT based application for Counter. The UI contains a Label ("Counter"), a non-editable TextField and a Button ("Count"). TextField will show the value of the counter.
    a. Initially the TextField will have 0 as the text. Each time user clicks the Button the value of the counter increases by 1and displays the value in the TextField.

2) Create a GUI application for the "Banking System" you created in last 2 labs. Should include the following functionalities
    a. Creating new account
    b. Display info of all accounts
    c. Handle Transactions (deposit/withdraw) of existing account

For Practice

1) Make the TextField of problem#1 editable and add the following
    a. If user enters a number to the TextField, clicking the Button will increase the number by 1 and show the value.

2) Create a GUI application where clicking a button will check/uncheck a CheckBox and also change the text of the button. Clicking the button will
    b. Check/Select the checkbox if it is not checked/selected. Also set the text of the Button to "UnCheck".
    c. Uncheck/Unselect the checkbox if it is checked/selected. Also set the text of the Button to "Check".