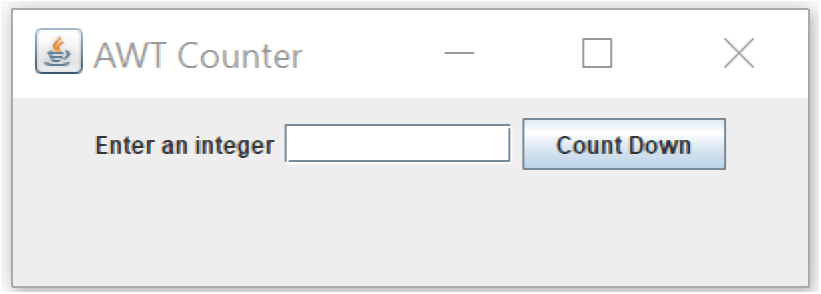
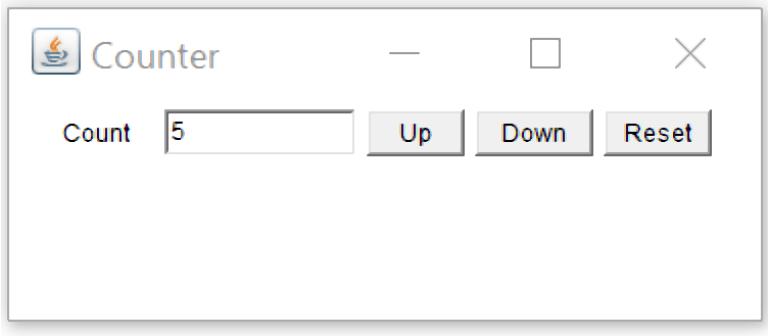
Advance Programming (Java)
BCIS 5th Semester
Labsheet 3

1. Write a program to design the counter.



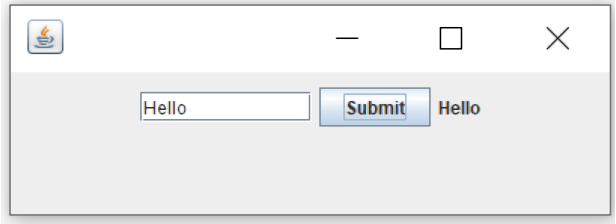
2. Design the GUI using AWT and add events.



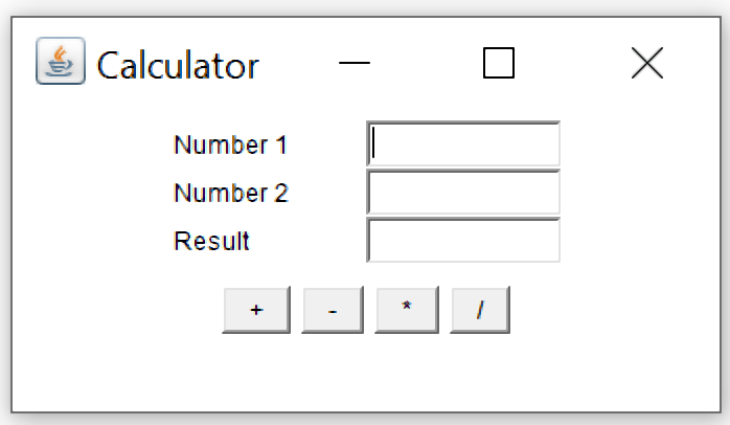
3. Design a GUI as per image given below. When blue button is clicked it turns color of panel into blue, when red is clicked it turns into red and so on. When close is clicked program must exits.

Advance Programming (Java)
BCIS 5th Semester
Labsheet 3

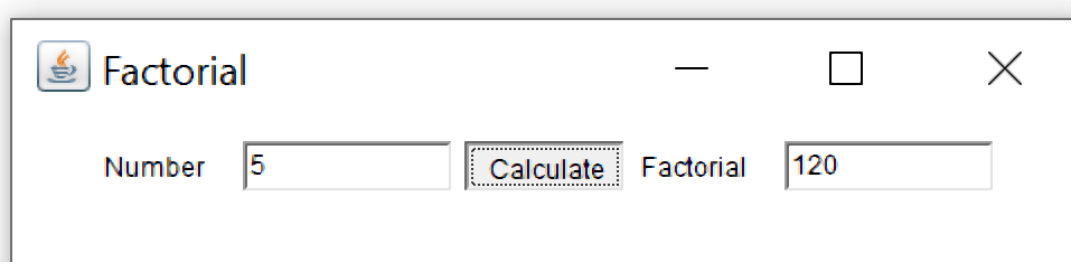
4. Write a program that contains one TextField, one Label and one Button. When button is clicked it reads the value of textfields and displays it in container using Label.



5. Design the calculator and add events to make it function properly.



6. Design the GUI for calculating factorial.

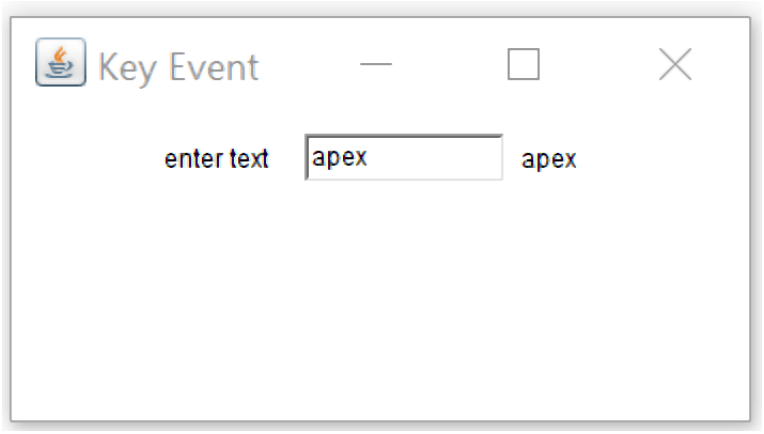


7. Design the currency converter.

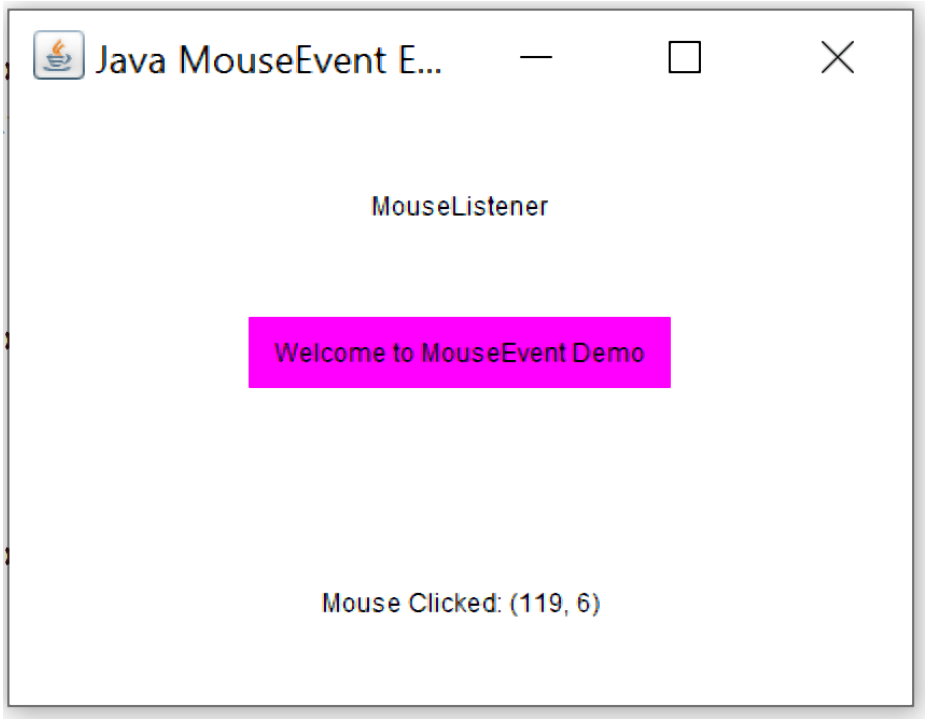
8. Write a program which consists of four labels, three textfields and a button (calculate) to calculate simple interest and display result in label.

Advance Programming (Java)
BCIS 5th Semester
Labsheet 3

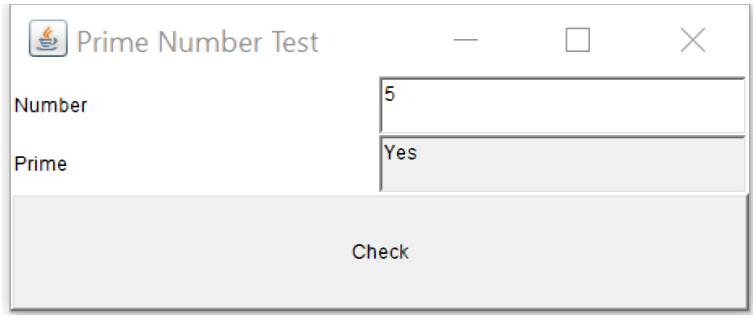
9. Design the GUI and use key event handling for desire results.



10. Design the GUI and use mouse event handling for desire results

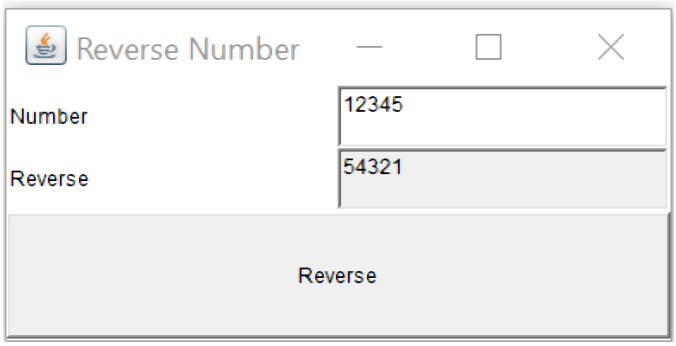


11. Design the GUI to check whether the given number is prime or not using inner class event handling



Advance Programming (Java)
BCIS 5th Semester
Labsheet 3

12. Design the GUI to reverse the number inputted by user using inner class event handling



13. Design the GUI to check whether the number inputted by user is Armstrong or not using inner class event handling