List no 9.

1. Task Description:

   Create an interactive Java application that utilizes event-driven programming. The application should have a simple graphical user interface containing at least one button. Upon clicking the button, the application should respond to this event and perform a specific action.

2. Requirements:

   - Create a JFrame window with at least one button (e.g., "Click me").

   - Implement an ActionListener that reacts to the button click.

   - The action upon clicking the button can be anything, such as displaying a message, changing the background color of the window, or updating a UI element.

3. Additional Requirements:

   - Add more UI components, such as text fields, labels, etc.

   - Implement handling of other events, e.g., mouse events, text field changes, etc.

   - Utilize different layouts for better arrangement of components in the window.

   - Implement input data validation (if applicable to your application).

4. Example Starting Code:

```
import javax.swing.JButton;

import javax.swing.JFrame;

import java.awt.event.ActionEvent;

import java.awt.event.ActionListener;


public class InteractiveApp {

    public static void main(String[] args) {

        JFrame frame = new JFrame("Event-Driven App");

        JButton button = new JButton("Click me");
```

```java
        button.addActionListener(new ActionListener() {

            public void actionPerformed(ActionEvent e) {

                // Add code for the button click reaction

                System.out.println("Button clicked!");

            }

        });


        frame.getContentPane().add(button);

        frame.setSize(300, 200);

        frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);

        frame.setVisible(true);

    }

}
```