

Make an application for PLAF(Pluggable look and feel).

```
1. import java.awt.*;
2. import java.awt.event.*;
3. import javax.swing.*;
4. class LookAndFeel extends JFrame implements ItemListener
5. {
6.     JButton btn;
7.     JCheckBox cbx;
8.     JTextField text;
9.     JLabel lbl;
10.    JRadioButton r1, r2, r3;
11.    ButtonGroup bg;
12.    Container c;
13.
14.    LookAndFeel()
15.    {
16.        c = this.getContentPane();
17.        c.setLayout(null);
18.        btn = new JButton("Button");
19.        cbx = new JCheckBox("CheckBox");
20.        text = new JTextField("TextField", 15);
21.        r1 = new JRadioButton("Metal View");
22.        r2 = new JRadioButton("Motif View");
23.        r3 = new JRadioButton("Windows View");
24.        lbl = new JLabel("Enter Your Name");
25.        bg = new ButtonGroup();
26.        text.setToolTipText("Enter Name");
27.        bg.add(r1);
28.        bg.add(r2);
29.        bg.add(r3);
30.        lbl.setBounds(50,50,100,20);
31.        text.setBounds(150, 50, 130, 20);
32.        cbx.setBounds(150,80,175,40);
33.        btn.setBounds(150,130,90,30);
34.        r1.setBounds(20,170,100,30);
35.        r2.setBounds(120,170,100,30);
36.        r3.setBounds(220,170,120,30);
37.        c.add(btn);
38.        c.add(cbx);
39.        c.add(lbl);
40.        c.add(text);
41.        c.add(r1);
42.        c.add(r2);
43.        c.add(r3);
44.        r1.addItemListener(this);
```

```
45.     r2.addItemListener(this);
46.     r3.addItemListener(this);
47.     this.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
48. }
49.
50. @Override
51. public void itemStateChanged(ItemEvent ie)
52. {
53.     try{
54.         if(r1.getModel().isSelected())
55.             UIManager.setLookAndFeel("javax.swing.plaf.metal.MetalLookAndFeel");
56.         if(r2.getModel().isSelected())
57.             UIManager.setLookAndFeel("com.sun.java.swing.plaf.motif.MotifLookAndFeel");
58.         if(r3.getModel().isSelected())
59.             UIManager.setLookAndFeel("com.sun.java.swing.plaf.windows.WindowsLookAndFeel");
60.         SwingUtilities.updateComponentTreeUI(c);
61.     }
62.     catch(IllegalAccessException | UnsupportedLookAndFeelException e)
63.     {
64.     }
65. }
66.
67. public static void main(String args[])
68. {
69.     LookAndFeel lf = new LookAndFeel();
70.     lf.setSize(400,400);
71.     lf.setTitle("Look and Feel");
72.     lf.setVisible(true);
73. }
74. }
```

OUTPUT