

// Advance Java Program to square a number

```
import java.awt.*;  
import java.awt.event.*;  
class SquareDemo extends Frame implements  
ActionListener
```

```
{
```

```
Label l1, l2;
```

```
Button b1, b2;
```

```
TextField tf1, tf2;
```

```
SquareDemo()
```

```
{
```

```
setLayout (null);
```

```
setBackground (Color.red);
```

```
l1 = new Label ("Square of any number");
```

```
l2 = new Label ("Enter number");
```

```
tf1 = new TextField (30);
```

```
b1 = new Button ("Square");
```

```
l1. setBounds (150, 80, 100, 40);
```

```
l2. setBounds (100, 150, 100, 40);
```

```
tf1. setBounds (25, 150, 100, 40);
```

```
b1. setBounds (100, 250, 100, 40);
```

```
tf2. setBounds (250, 250, 100, 40);
```

```
b1. addBound ActionListener (this);
```

```
add (l1); add (l2);
```

```
add (tf1); add (tf2);
```

```
add (b1);
```

```
public void
```

```

public void actionPerformed (ActionEvent ae)
{
    int x = Integer.parseInt (t1.getText ());
    int y = x * x;
    t2.setText (y + " ");
}

public static void main (String args [])
{
    SquareDemo sd = new SquareDemo ();
    sd.setVisible (true);
    sd.setSize (700, 700);
    sd.setTitle ("square of number");
}
}

```