

* Adv. Java program to square a number.

```

import java.awt.*;
import java.awt.event.*;
class square extends Frame implements ActionListener {
    Label l1, l2;
    Button b1;
    TextField tf1, tf2;
    square ()
    {
        setLayout (null);
        setBackground (Color.pink);

        l1 = new Label ("Get the square of any
                        number");
        l2 = new Label ("Enter Number");
        tf1 = new TextField ();
        tf2 = new TextField ();
        b1 = new Button ("Square");

        l1.setBounds (150, 80, 100, 30);
        l2.setBounds (100, 150, 100, 30);
        tf1.setBounds (250, 150, 100, 30);
        b1.setBounds (100, 250, 100, 30);
        tf2.setBounds (250, 250, 100, 30);

        b1.addActionListener (this);

        add (l1);      add (l2);
        add (tf1);     add (tf2);
        add (b1);
    }
}

```

```
public void actionPerformed (ActionEvent ae)
{
```

```
    int x = Integer.parseInt(tf2.getText());
```

```
    int y = x * x;
```

```
    tf2.setText(y + " ");
```

```
}
```

```
public static void main (String s[])
```

```
{
```

```
    Square sq = new Square();
```

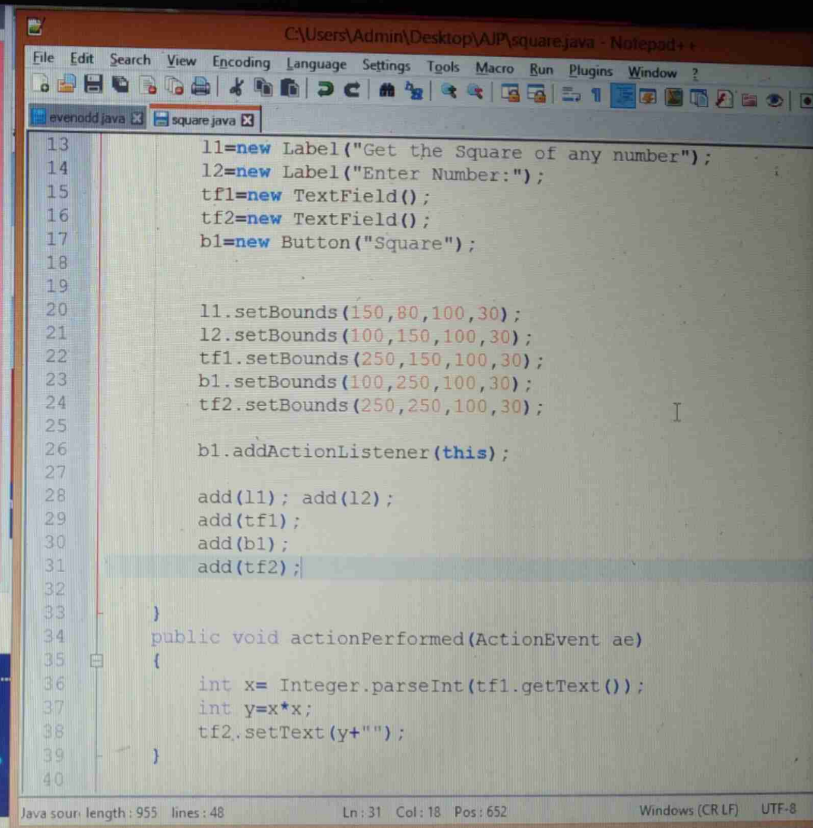
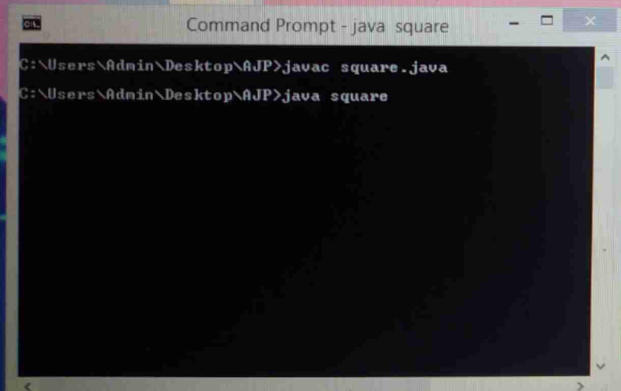
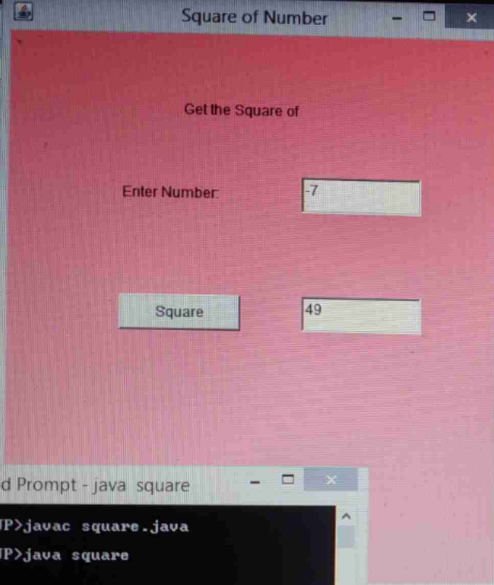
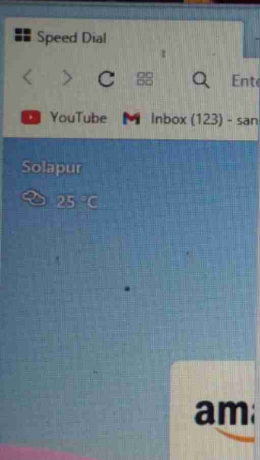
```
    sq.setVisible(true);
```

```
    sq.setSize(500, 500);
```

```
    sq.setTitle("Square of number");
```

```
}
```

```
}
```





Square of Number



Get the Square of any number

Enter Number:

16

Square

256