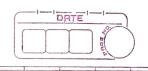write a advanced java program to square a
number

```java
import java.awt.*;
import java.awt.event.*;
Class SquareDemo extends Frame implements
         Actionlistner
   {
      Label L1 ,L2;
      Button b1;
      TextField tf1,tf2;
      SquareDemo()
         {
            SetLayout (null);
            SetBackground (Color.cyan);

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

   l1. SetBounds (150,90,100,30);
   l2. SetBounds (100,160,100,30);
   tf1. SetBounds (250,160,100,30);
   b1. SetBounds (100,260,100,30);
   tf2. SetBounds (250,260,100,30);

   b1. addActionListner (this);
```

```java
add (l1);              add (l2);
add (tF1);             add( tF2);
add (b1);


public void actionPerformed (ActionEvent ae)
{
    int x = Integer.parseInt ( tf1.getText ());
    int y = x * x ;
    tf2. setText (y+"  ");
}

public static void main (string args [])
{
    SquareDemo  SD = new SquareDemo ();
    SD. setVisible(true);
    SD. setSize (600,500);
    SD. setTitle ("Square of any number");
}
}
```