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1)
import java.awt.*;
import java.awt.event.*;
public class GUI Test extends KeyAdapter implements ActionListener {
   Frame f;
   Button b;
   TextField t;
    Label 1, 11;
   GUI Test() {
        f = new Frame("My First Frame");
       b = new Button("Submit");
       b.addActionListener(this);
       b.setBackground(Color.CYAN);
       f.setBackground(Color.lightGray);
       t = new TextField();
        t.setBackground(Color.YELLOW);
       1 = new Label("Enter the sentence");
       11 = new Label();
       11.setBounds(300, 40, 300, 40);
       11.setBackground(Color.GREEN);
        1.setBounds(40, 40, 200, 40);
       1.setBackground(Color.orange);
        f.setVisible(true);
        f.add(b);
        f.add(1);
        f.add(11);
        f.add(t);
            public void windowClosing(WindowEvent e) {
```

```
public void actionPerformed(ActionEvent e) {
    String text = t.getText();
    String words[] = text.split("\\s");
    11.setText("Words: " + words.length + " Characters:" +
text.length());
}

public void keyReleased(KeyEvent e) {
}

public static void main(String args[]) {
    new GUI_Test();
}
```

