Write a program to covert a number to binary,octal,hexadecimal using swings

//package GUI;

import java.awt.\*;

import java.awt.event.\*;

import javax.swing.\*;

public class Converter extends JFrame implements ActionListener {

JLabel l1,l2,l3,l4;

JButton b1,b2;

JTextField t1,t2,t3,t4,t5;

JFrame f;

Converter()

{

f=new JFrame("CALCULATIONS");

f.setSize(300,300);

f.setLayout(new FlowLayout());

f.setDefaultCloseOperation(JFrame.EXIT\_ON\_CLOSE);

f.setVisible(true);

l1=new JLabel("DECIMAL");

l2=new JLabel("BINARY");

l3=new JLabel("OCTAL");

l4=new JLabel("HEXADECIMAL");

t1=new JTextField(10);

t2=new JTextField(10);

t3=new JTextField(10);

t4=new JTextField(10);

t5=new JTextField(10);

b1=new JButton("Calculate");

b2=new JButton("exit");

f.add(l1);

f.add(t1);

f.add(l2);

f.add(t2);

f.add(l3);

f.add(t3);

f.add(l4);

f.add(t4);

f.add(b1);

f.add(b2);

f.add(t5);

f.remove(t5);

b1.setMnemonic('c');

b1.addActionListener(this);

b2.addActionListener(this);

}

public static void main(String args[])

{

new Converter();

}

@Override

public void actionPerformed(ActionEvent e) {

// TODO Auto-generated method stub

if(e.getSource()==b1)

{

int s=Integer.parseInt(t1.getText());

t2.setText(Integer.toBinaryString(s).toString());

t3.setText(Integer.toOctalString(s).toString());

t4.setText(Integer.toHexString(s).toString());

String s1=t1.getText();

t5.setText(s1);

}

if(e.getSource()==b2)

{

JOptionPane.showMessageDialog(null,"NICE JOB");

}

}

}

Write a JAVA program to count the number of words and characters

import javax.swing.\*;

import java.awt.event.\*;

public class TextAreaExample implements ActionListener{

JLabel l1,l2;

JTextArea area;

JButton b;

TextAreaExample() {

JFrame f= new JFrame();

l1=new JLabel();

l1.setBounds(50,25,100,30);

l2=new JLabel();

l2.setBounds(160,25,100,30);

area=new JTextArea();

area.setBounds(20,75,250,200);

b=new JButton("Count Words");

b.setBounds(100,300,120,30);

b.addActionListener(this);

f.add(l1);f.add(l2);f.add(area);f.add(b);

f.setSize(450,450);

f.setLayout(null);

f.setVisible(true);

}

public void actionPerformed(ActionEvent e){

String text=area.getText();

String words[]=text.split("\\s");

l1.setText("Words: "+words.length);

l2.setText("Characters: "+text.length());

}

public static void main(String[] args) {

new TextAreaExample();

}

}

write a program to demonstrate MouseListener.

package event;

import java.awt.\*;

import java.awt.event.\*;

public class MouseListenerExample extends Frame implements MouseListener{

Label l;

MouseListenerExample(){

addMouseListener(this);

l=new Label();

l.setBounds(20,50,100,20);

add(l);

setSize(300,300);

setLayout(null);

setVisible(true);

}

public void mouseClicked(MouseEvent e) {

l.setText("Mouse Clicked");

}

public void mouseEntered(MouseEvent e) {

l.setText("Mouse Entered");

}

public void mouseExited(MouseEvent e) {

l.setText("Mouse Exited");

}

public void mousePressed(MouseEvent e) {

l.setText("Mouse Pressed");

}

public void mouseReleased(MouseEvent e) {

l.setText("Mouse Released");

}

public static void main(String[] args) {

new MouseListenerExample();

}

}