**[Week 04 DQ2: Square](https://elearning.uol.ohecampus.com/webapps/blackboard/content/launchLink.jsp?course_id=_1434683_1&content_id=_5960340_1&mode=view)**

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Introduction:

The Java application was designed to allow the user to input a double and outputs the square of this number. The application was designed using Swing.

To achieve this, there were two java class, the driver class named Week4DQ2.java and second class named “SquareNumber” with 3 different methods and a Constructor.

In class Week4DQ2, with the “main” as the only method, within this method new object of “SquareNumber” class was initiated.

In SquareNumber class, the javax.swing anf java.awt.event were imports to the class to handle the GUI and event handling of the buttons. There are JTextField, JLabel and JButton of the swing were used to get user input, commands and outputs all on the same screen. These were nitialised in a method call initialiaseJFrame. Also the Listeners of both buttons used were also declared in this method.

The method squareButtonAction with events from the command buttons perform the function of converting the input from the JTextField into double call another method called doSquare to get the square of a number and display the output.

The try and catch statements was introduced to trap errors relating to the Null or not number. If the user failed to enter number or click square with empty field the Invalid message appear at the bottom of the screen and allow the user to re-enter number.

Conclusion

For each of these methods mentioned above, their functions were commented to describe the action they perform within the application.

Find below the screen shots of the application





