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Circle class

import eventListener and swing components

One panel

Two label

Two TextField

One ClickButton

add them to the panel and add it to the frame

set the size and layout

add action listener to the button

take radius from user and parse it

make calculation

and set the circumference and show it

import javax.swing.\*;

import java.awt.\*;

import java.awt.event.\*;

public class circle extends JFrame {

JPanel a;

public circle() {

a = new JPanel();

add(a);

setVisible(true);

a.setPreferredSize(new Dimension(400, 400));

a.setLayout(new GridLayout(4, 2));

JLabel jLabel1 = new JLabel();

jLabel1.setText("Radius");

JLabel jLabel2 = new JLabel();

jLabel2.setText("Circumference");

JTextField radiusTextField = new JTextField();

JTextField circumferenceTextField = new JTextField();

JButton jButton1 = new JButton();

a.add(jLabel1);

a.add(radiusTextField);

a.add(jLabel2);

a.add(circumferenceTextField);

a.add(jButton1);

jButton1.setText("Click me");

a.addMouseListener(new MouseAdapter() {

public void mouseClicked(MouseEvent evt) {

if(evt.getSource() == jButton1){

int radius = Integer.parseInt(radiusTextField.getText());

double circumference = radius \* 2\*3.14;

String s = Double.toString(circumference);

circumferenceTextField.setText(s);

}

}

});

}

public static void main(String args[]) {

circle circle1 = new circle();

}

}