**// Java swing program to find square of a number**

**import** javax.swing.\*;

**import** java.awt.\*;

**import** java.awt.event.\*;

**class** Abc **extends** JFrame **implements** ActionListener

{

JLabel l1;

JTextField t1;

JLabel l2;

JTextField t2;

JButton b;

**public** Abc()

{

setLayout(**new** FlowLayout());

l1=**new** JLabel("Enter Number:");

t1=**new** JTextField(20);

l2=**new** JLabel("Sq:");

t2=**new** JTextField(20);

b=**new** JButton("Submit");

add(l1);

add(t1);

add(l2);

add(t2);

add(b);

b.addActionListener(**this**);

setVisible(**true**);

setSize(300,600);

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

}

**public** **void** actionPerformed(ActionEvent ae)

{

**int** a=Integer.*parseInt*(t1.getText());

**int** value=a\*a;

t2.setText(""+value);

}

}

**public** **class** Ex4

{

**public** **static** **void** main(String args[])

{

Abc obj=**new** Abc();

}

}