

CSA 0961 – JAVA

PRACTISE – 3

JF Section 3 Practice

The JOptionPane class from the javax.swing package is used to create simple dialogs for user interaction in Java. In your JavaLibsPractice class, you’ve started by prompting the user to enter their name. Here’s a complete example demonstrating how to use JOptionPane to interact with the user, including displaying a message box and handling user input.

```
import javax.swing.JOptionPane;

public class JavaLibsPractice {

    public static void main(String[] args) {

        // Prompt the user to enter their name

        String name = JOptionPane.showInputDialog("Enter your name:");

        // If the user does not enter a name, handle it gracefully
        if (name == null || name.isEmpty()) {

            name = "Guest";

        }

        // Display a personalized greeting message
        JOptionPane.showMessageDialog(null, "Hello, " + name + "!");

        // Optional: Show the user's name in a confirmation dialog
        int response = JOptionPane.showConfirmDialog(null, "Is your name " + name
            + "?", "Name Confirmation", JOptionPane.YES_NO_OPTION);

        if (response == JOptionPane.YES_OPTION) {

            JOptionPane.showMessageDialog(null, "Great! Have a wonderful day, " +
                name + "!");

        } else {

            JOptionPane.showMessageDialog(null, "Oops! Please restart the
                application and try again.");

        }

    }

}
```

```
}
```

OUTPUT :

```
1 Enter your name: John
2 Hello, John!
3 Is your name John?
4 Great! Have a wonderful day, John!
```