PUNE INSTITUTE OF COMPUTER TECHNOLOGY



PUNE - 411043

Department of Electronics & Telecommunication

ASSESMENT YEAR: 2021-2022 CLASS: TE V

SUBJECT: Advanced Java Programming

Assg No: 03 Roll No: 32147 Date:

Programmer Name: Neha Kamalakar Nemade

Batch: L-5

Problem Statement: Write a program in Java to perform swapping of two TextField values. Use action listener mechanism

```
Code →
package ajp_codes;
import java.awt.Frame;
import java.awt.Color;
import java.awt.FlowLayout;
import java.awt.TextField;
import java.awt.Button;
import java.awt.event.*;
public class code1 extends Frame implements ActionListener
        private TextField t1;
    private TextField t2;
    Button b1;
        Button b2;
        public static void main(String[] args)
                System.out.println("Name: Neha Kamalakar Nemade\nRoll no: 32147");
                code1 Aobj= new code1 ();
        public code1 ()
                setTitle("Intro to TextField");
                setVisible(true);
                setSize(400,400);
                setLocation(100,100);
                setLayout(new FlowLayout(FlowLayout.CENTER,100,50));
                setBackground(Color.white);
                t1=new TextField(20);
                t2=new TextField(20);
```

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}

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```
add(t1);
        add(t2);
        b1=new Button("SWAP");
        add(b1);
        b1.addActionListener(this);
        b2=new Button("Exit");
        add(b2);
        b2.addActionListener(this);
}
public void actionPerformed(ActionEvent e)
        System.out.println("SWAP VALUES");
        String text1=t1.getText();
        String text2=t2.getText();
        //System.out.println(text1);
        //System.out.println(text2);
        t1.setText(text2);
        t2.setText(text1);
        Object exit=e.getSource();
        if(exit==b2)
        dispose();
}
```

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OUTPUT→

