

Practical 4

ROLL NO:	22BCP317	Batch	G8
NAME:	Patel shiv vijaykumar		
Practical	4/1		
Aim:	WAP to create a GUI Frame that displays student Name, Student Roll No,CPI,E-mail.		

Source code:

```
import javax.swing.*;

public class practical4_1{
    public static void main(String[] args) {
        JFrame frame = new JFrame("Student Information");

        JLabel nameLabel = new JLabel("Student Name:");
        nameLabel.setBounds(50, 50, 100, 20);

        JLabel rollNumberLabel = new JLabel("Roll Number:");
        rollNumberLabel.setBounds(50, 100, 100, 20);

        JLabel cpiLabel = new JLabel("CPI:");
        cpiLabel.setBounds(50, 150, 100, 20);

        JLabel emailLabel = new JLabel("E-mail:");
        emailLabel.setBounds(50, 200, 100, 20);

        JTextField nameField = new JTextField();
        nameField.setBounds(150, 50, 200, 20);

        JTextField rollNumberField = new JTextField();
        rollNumberField.setBounds(150, 100, 200, 20);

        JTextField cpiField = new JTextField();
        cpiField.setBounds(150, 150, 200, 20);

        JTextField emailField = new JTextField();
        emailField.setBounds(150, 200, 200, 20);

        frame.add(nameLabel);
        frame.add(rollNumberLabel);
        frame.add(cpiLabel);
        frame.add(emailLabel);
        frame.add(nameField);
        frame.add(rollNumberField);
        frame.add(cpiField);
        frame.add(emailField);
    }
}
```

```

        frame.setSize(400, 300);
        frame.setLayout(null);
        frame.setVisible(true);
        frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
    }
}

```

Output:

ROLL NO:	22BCP317	Batch	G8
NAME:	Patel shiv vijaykumar		
Practical	4/2		
Aim:	WAP to handle KeyEvent and MouseEvent on the Frame		

Source code:

Output:

ROLL NO:	22BCP317	Batch	G8
NAME:	Patel shiv vijaykumar		
Practical	4/3		
Aim:	WAP to create Menu Based GUI Application		

Source code:

```

import javax.swing.*;
import java.awt.event.*;
public class practical4_3 implements ActionListener{
    JFrame f;
    JMenuBar mb;
    JMenu file,edit,help;
    JMenuItem cut,copy,paste,selectAll;
    JTextArea ta;
    practical4_3(){
        f= new JFrame();
        cut= new JMenuItem("cut");
        copy= new JMenuItem("copy");

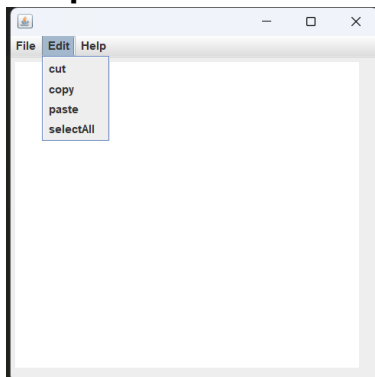
```

```

paste= new JMenuItem("paste");
selectAll= new JMenuItem("selectAll");
cut.addActionListener(this);
copy.addActionListener(this);
paste.addActionListener(this);
selectAll.addActionListener(this);
mb=new JMenuBar();
file=new JMenu("File");
edit=new JMenu("Edit");
help=new JMenu("Help");
edit.add(cut);edit.add(copy);edit.add(paste);edit.add(selectAll);
mb.add(file);mb.add(edit);mb.add(help);
ta=new JTextArea();
ta.setBounds(5,5,360,320);
f.add(mb);f.add(ta);
f.setJMenuBar(mb);
f.setLayout(null);
f.setSize(400,400);
f.setVisible(true);
f.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
}
public void actionPerformed(ActionEvent e) {
if(e.getSource()==cut)
ta.cut();
if(e.getSource()==paste)
ta.paste();
if(e.getSource()==copy)
ta.copy();
if(e.getSource()==selectAll)
ta.selectAll();
}
public static void main(String[] args) {
    new practical4_3();
}

```

Output:



ROLL NO:	22BCP317	Batch	G8
NAME:	Patel shiv vijaykumar		

Practical	4/4
Aim:	WAP to create GUI based math calculator, provide +,-,*,Clear functionality.(Use Flow,Grid,BorderLayout)

Source code:

```
import java.awt.*;
import javax.swing.*;
public class practical4_4{
    public static void main(String[] args) {

        JFrame jf = new JFrame("Calculator");
        jf.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
        jf.setSize(400,400);
        JPanel jp = new JPanel(new GridLayout(4,4));
        JButton b1,b2,b3,b4,b5,b6,b7,b8,b9,b10,b11,b12,b13,b14,b15,b16;
        b1=new JButton("C");
        jp.add(b1);
        b2=new JButton("0");
        jp.add(b2);
        b3=new JButton("/");
        jp.add(b3);
        b4=new JButton("=");
        jp.add(b4);
        b5= new JButton("1");
        jp.add(b5);
        b6= new JButton("2");
        jp.add(b6);
        b7= new JButton("3");
        jp.add(b7);
        b8=new JButton("+");
        jp.add(b8);
        b9= new JButton("4");
        jp.add(b9);
        b10= new JButton("5");
        jp.add(b10);
        b11= new JButton("6");
        jp.add(b11);
        b12=new JButton("-");
        jp.add(b12);
        b13= new JButton("7");
        jp.add(b13);
        b14= new JButton("8");
        jp.add(b14);
        b15= new JButton("9");
        jp.add(b15);
        b16=new JButton("*");
        jp.add(b16);
    }
}
```

```

Container c=jf.getContentPane();
c.setLayout(new BorderLayout());
c.add(jp,BorderLayout.CENTER);
jf.setVisible(true);
}}

```

Output:



ROLL NO:	22BCP317	Batch	G8
NAME:	Patel shiv vijaykumar		
Practical	4/5		
Aim:	WAP to create DialogBoxes.		

Source code:

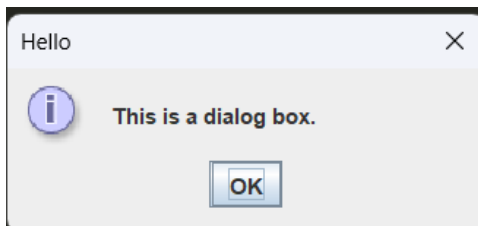
```

import javax.swing.*;

public class practical4_5{
    public static void main(String[] args) {
        JFrame frame = new JFrame("BoxLayout Example");
        frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
        JOptionPane.showMessageDialog(null, "This is a dialog box.", "Hello",
JOptionPane.INFORMATION_MESSAGE);
    }
}

```

Output:



ROLL NO:	22BCP317	Batch	G8
NAME:	Patel shiv vijaykumar		
Practical	4/6		
Aim:	WAP to demonstrate BoxLayout.		

Source code:

```
import javax.swing.*;
import java.awt.*;

public class practical4_6{
    public static void main(String[] args) {
        JFrame frame = new JFrame("BoxLayout Demo");
        frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
        frame.setSize(300, 150);

        JPanel verticalPanel = new JPanel();
        verticalPanel.setLayout(new BoxLayout(verticalPanel, BoxLayout.Y_AXIS));

        JLabel label1 = new JLabel("Label 1");
        JLabel label2 = new JLabel("Label 2");
        JLabel label3 = new JLabel("Label 3");

        verticalPanel.add(label1);
        verticalPanel.add(label2);
        verticalPanel.add(label3);

        JPanel horizontalPanel = new JPanel();
        horizontalPanel.setLayout(new BoxLayout(horizontalPanel, BoxLayout.X_AXIS));

        JButton button1 = new JButton("Button 1");
        JButton button2 = new JButton("Button 2");
        JButton button3 = new JButton("Button 3");

        horizontalPanel.add(button1);
        horizontalPanel.add(button2);
        horizontalPanel.add(button3);
        frame.add(verticalPanel, BorderLayout.WEST);
        frame.add(horizontalPanel, BorderLayout.EAST);
        frame.setVisible(true);
    }
}
```

Output:

