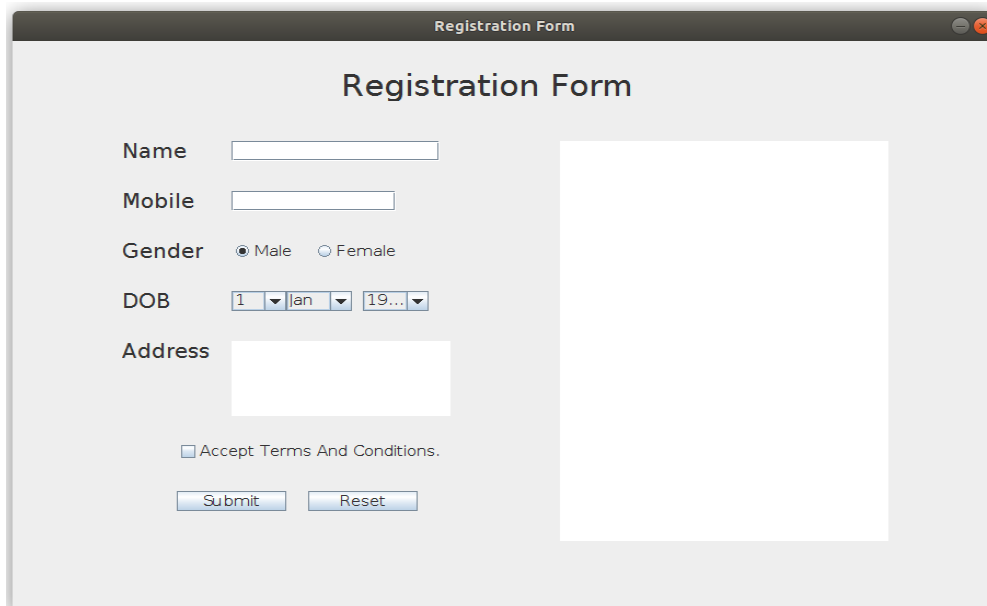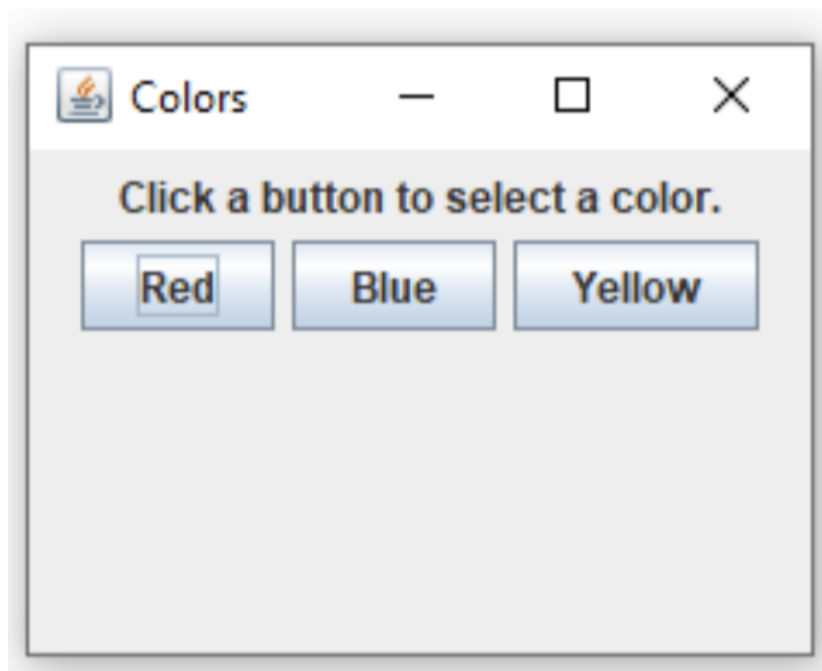Swing Assignments:

1. What is the purpose of Serialization in Swing?

2. Design and develop the below registration form and when the user press on the submit button then fetch the value of elements from the left side and display the results in the right side of JTextArea.

3. Write a GUI application to find sum, difference, and multiplication of two integers numbers. Use two text fields for inputs and third text field for output. Your program should display sum if user presses the Mouse, difference if the user releases the Mouse and multiplication if the use existed the mouse from the window.

4. What is a LayoutManager and explain the different types of LayoutManager with an example.

5. Explain about the Swing MVC design pattern with an example?

6. Explain Top-level containers, Intermediate containers and Atomic components of Java Swing library.

7. Write Java Code to display a window with a label and three buttons as shown in the figure. When the user clicks a button, it should change the background color of the panel that contains the components and the foreground color of the label.

8. Why do we need top level container like JFrame to write java programs with GUI? How can we display two dimensional objects in Java?

9. Write short notes on the following:
a. Java Fonts
b. Event listeners and Event classes in swing