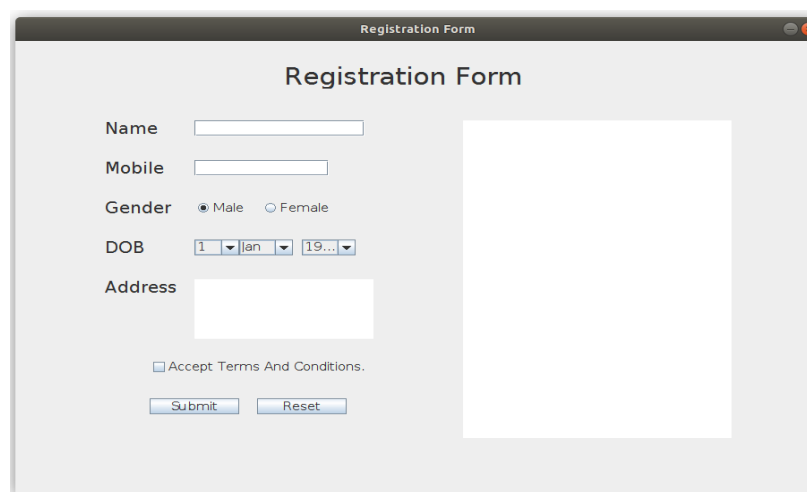


Unit -11: Java Applications

Assignments:

1. Define AWT. Explain different types of Layout Managers in java.
2. List and explain any five swing controls with their uses.
3. Differentiate between java AWT and Java Swing.
4. 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.



5. 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.
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.

