Object Oriented Programming in Java Lab Sheet
II Year /I Part
Faculty: BCA

## Lab sheet 7

Objectives:
1. To Familiarize with Java Swing.

Objectives:

1. Write a GUI program using components to find sum and difference of two numbers. Use two text fields for giving input and give a label for output. The program should display sum when user presses mouse and difference when user release mouse.

2. Write a Java program to get a number from the user. Print whether it is odd or even. Use text fields for input and output. Your program should display output if you press any key in keyboard. Use KeyListener.

3. Write a Java code and display the window with a JLabel, JButton and JTexField as shown in figure below. When a user clicks on a button, it should convert the value of Celsius to Fahrenheit and display the result in text Field.
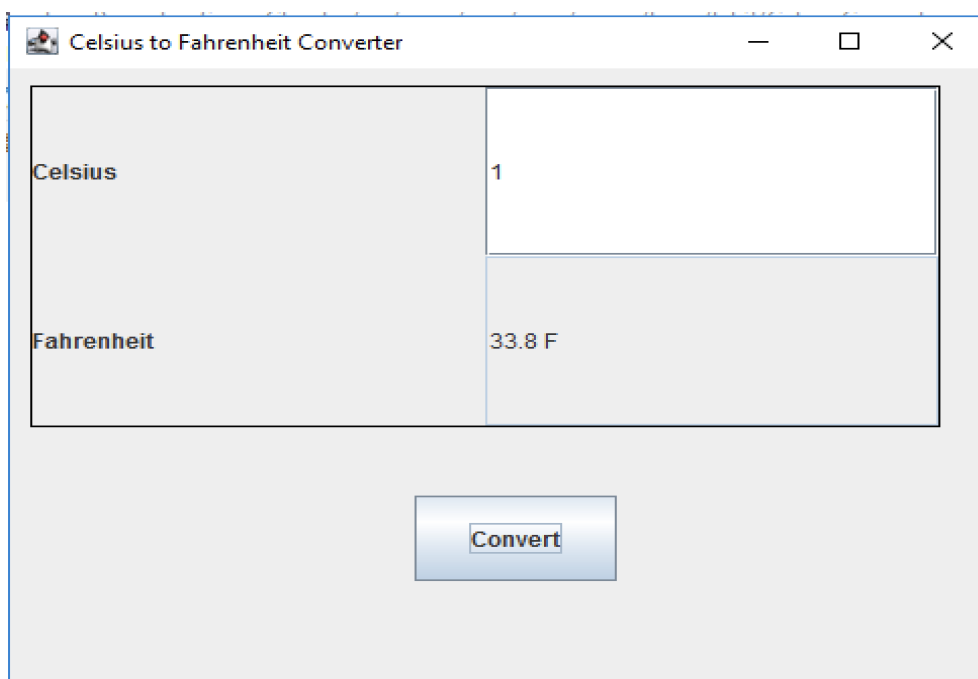
4. Write a java GUI program to calculate square of entered number.