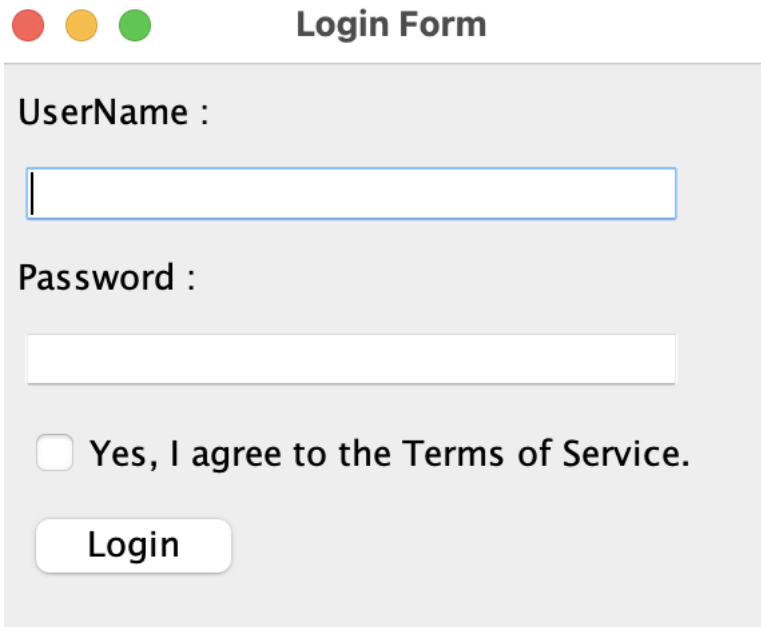


**Object Oriented Programming in Java Lab Sheet**  
**IV Year /I Part**  
**Faculty: CSIT**

**Lab sheet 2**

**Objectives:**

1. Swing Components
  2. Layout Management
    - No Layout
    - Flow Layout
    - Border Layout
    - Grid Layout
    - GridBag Layout
    - Group Layout
  3. Event Handling
- 
1. Create a form with swing components that includes two labels, one text field, one password field, a checkbox, and a button, using various layout managers such as No Layout, Flow Layout, Border Layout, Grid Layout, GridBag Layout, and Group Layout.



The image shows a Java Swing window titled "Login Form". It has a standard Mac OS-style title bar with red, yellow, and green window control buttons. The form is light gray and contains the following elements: a label "UserName :" followed by a text input field; a label "Password :" followed by a password input field; a checkbox with the text "Yes, I agree to the Terms of Service."; and a rounded rectangular button labeled "Login".

2. Write a Java Program that display two internal frames within some parent frame.  
*Hint: Creates a parent frame (JFrame) with a desktop pane (JDesktopPane) and two internal frames (JInternalFrame). The internal frames are set to be visible and added to desktop pane, and you can see them within the parent frame.*

3. Write a GUI program using Swing components to calculate sum and difference of two numbers. Use two text fields for input and pre-built dialog box for output. Your program should display sum if Add button and difference if subtract button is clicked.
4. Write a GUI program using components to generate the random integer and double. Use one text fields for display output. The program should display random integer if user presses mouse and random double if user release mouse.