

## Unit -3: Event Handling

### Assignments:

1. Write a program using Swing components to add two numbers; utilize text fields for inputs and output. The program should display the result when the user presses a button.
2. How can you handle events using adapter classes? Discuss.
3. Discuss the role of event listeners to handle events with suitable example.
4. Write a program using swing components to find simple interest. Use text fields for inputs and output. Your program should display the result when the user presses a button.
5. Discuss any five event classes in java.
6. Design a GUI form using swing with a text field, a text label for displaying the input message "Input any String", and three buttons with caption Check Palindrome, Reverse, Find Vowels. Write a complete program for above scenario and for checking palindrome in first button, reverse it after clicking second button and extract the vowels from it after clicking third button.
7. Write a Java program to find the sum of two numbers using swing components. Use text fields for input and output. Your program displays output if you press any key in keyboard. Use key adapter to handle events.
8. You are hired by a reputed software company which is going to design an application for "Movie Rental System". Your responsibility is to design a schema named MRS and create a table named Movie (id, Title, Genre, Language, Length). Write a program to design a GUI form to take input for this table and insert the data into table after clicking the OK button.
9. Define event delegation model. Why do we need adapter class in event handling?
10. Write a GUI program using components to find sum and difference of two numbers. Use two text fields for giving input and a label for output. The program should display sum if user presses mouse and difference if user release mouse.
11. How can we use listener interface to handle events? Compare listener interface with adapter class.