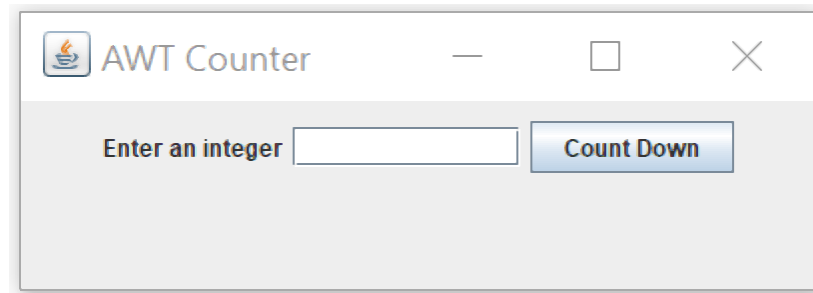
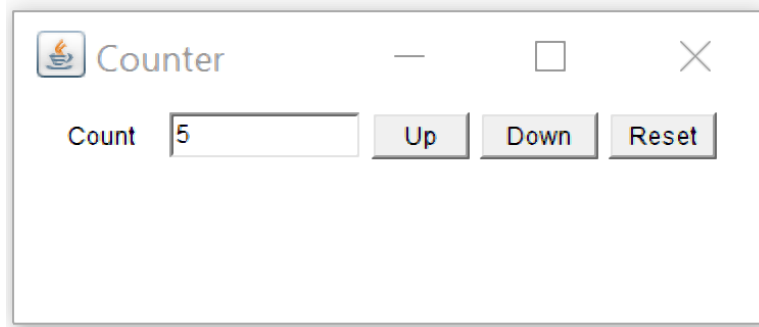


**Java Programming II**  
**BIM 5<sup>th</sup> Semester**  
**Labsheet 3**

1. Write a program to design the counter.



2. Design the GUI using AWT and add events.



3. Design a GUI as per image given below. When blue button is clicked it turns color of panel into blue, when red is clicked it turns into red and so on. When close is clicked program must exits.

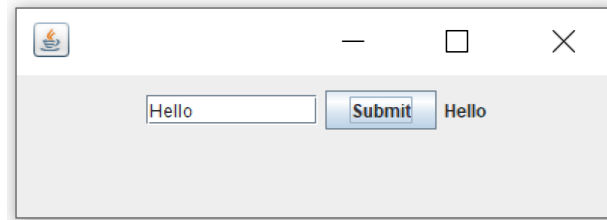


## Java Programming II

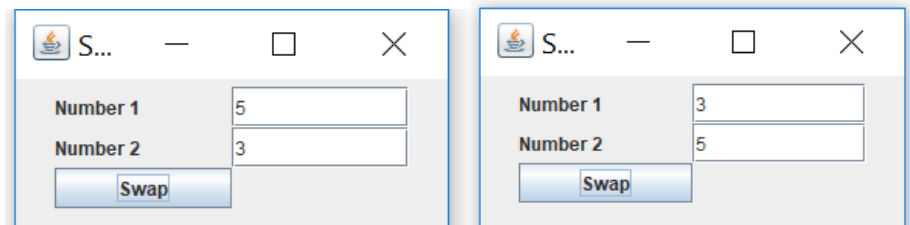
### BIM 5<sup>th</sup> Semester

#### Labsheet 3

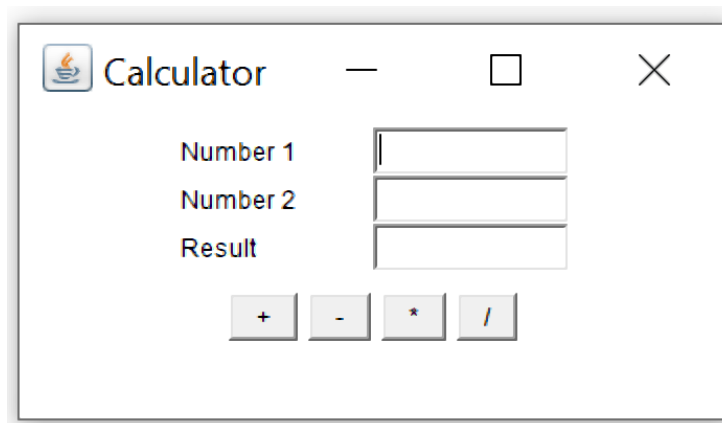
4. Write a program that contains one TextField, one Label and one Button. When button is clicked it reads the value of textfields and displays it in container using Label.



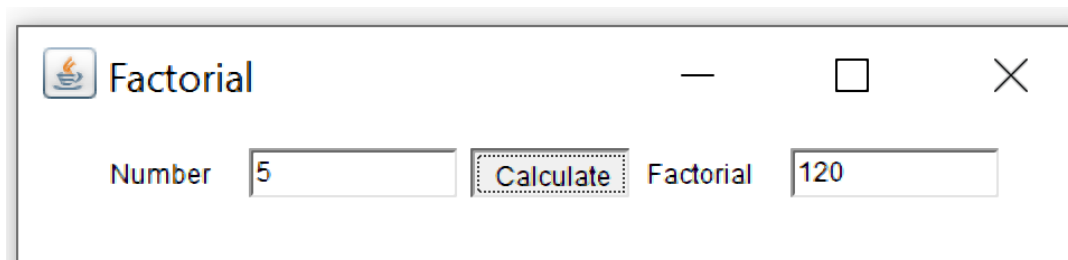
5. Write a program that consist of two TextFields and a Button. When button is clicked it swaps the value between two textfields.



6. Design the calculator and add events to make it function properly.



7. Design the GUI for calculating factorial.



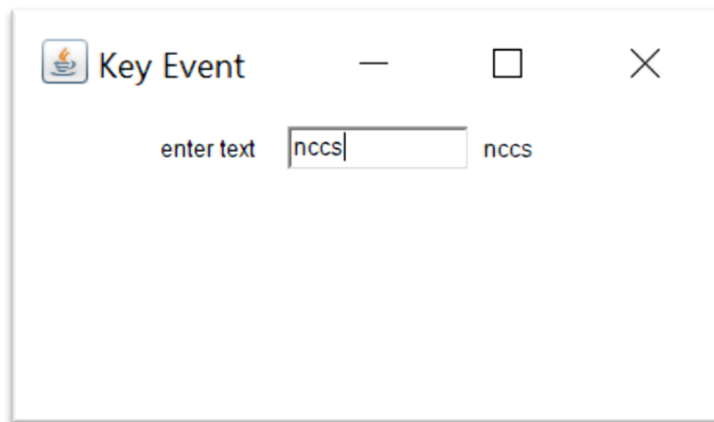
**Java Programming II**  
**BIM 5<sup>th</sup> Semester**  
**Labsheet 3**

8. Design the currency converter.



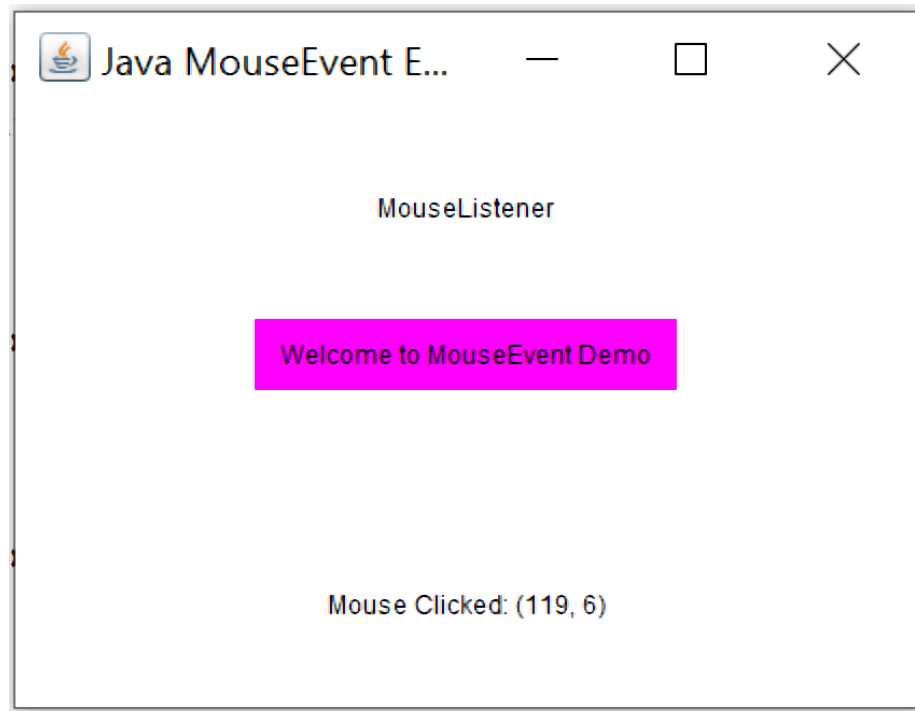
The screenshot shows a Java Swing window titled "Currency Converter" with a standard Mac OS-style title bar (red, yellow, and green buttons). The window contains three text input fields stacked vertically. The first field is labeled "Dollar" and contains the value "1". The second field is labeled "Nepalese" and contains the value "112". The third field is labeled "Euro" and contains the value "0.89".

9. Design the GUI and use key event handling for desired results.



The screenshot shows a Java Swing window titled "Key Event" with a standard Mac OS-style title bar. The window contains a single text input field. To the left of the field is the text "enter text" and to the right is the text "nccs". The input field itself contains the text "nccs".

10. Design the GUI and use mouse event handling for desired results



The screenshot shows a Java Swing window titled "Java MouseEvent E..." with a standard Mac OS-style title bar. The window contains a single button with the text "Welcome to MouseEvent Demo". Below the button, the text "MouseListener" is displayed. At the bottom of the window, the text "Mouse Clicked: (119, 6)" is displayed.