

Java Programming II

BIM 5th Semester

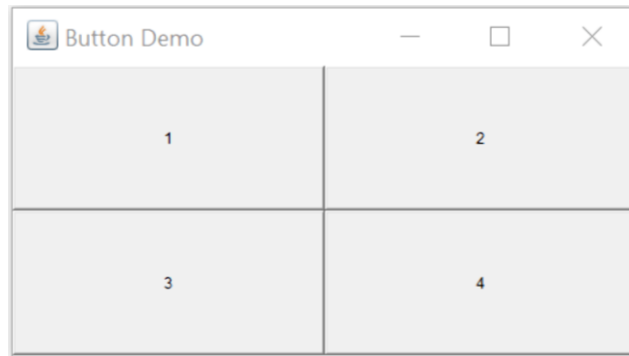
Labsheet 2

1. Design a GUI with two labels (Name, Address), two textfields and two buttons (ok, cancel)



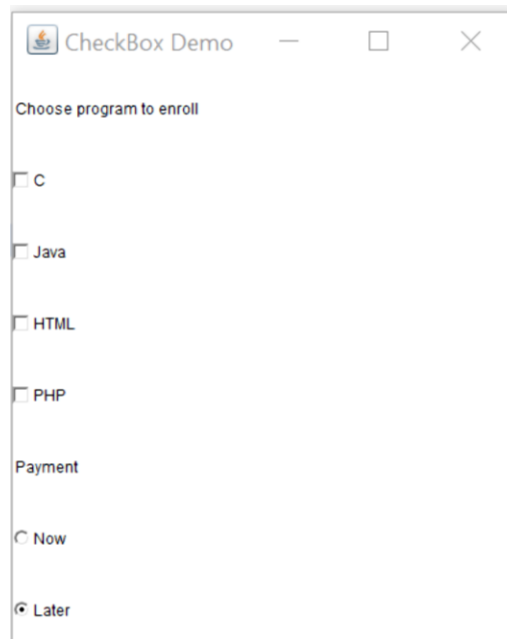
- a. Using method `setText(String)` change the text of label from Name to Full Name.
- b. Set the alignment of both labels to center using method `setAlignment(int)`.

2. Design a GUI with four buttons with labels 1,2,3 and 4.



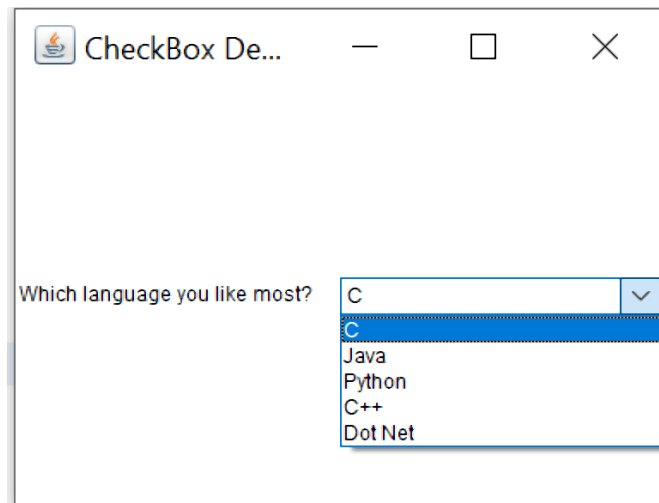
- a. Disable button 2 and 4 using method `setEnabled(boolean)`.
- b. Change label of button 1 and 3 to one and three using method `setLabel(String)`.

3. Design a GUI as per image given below.

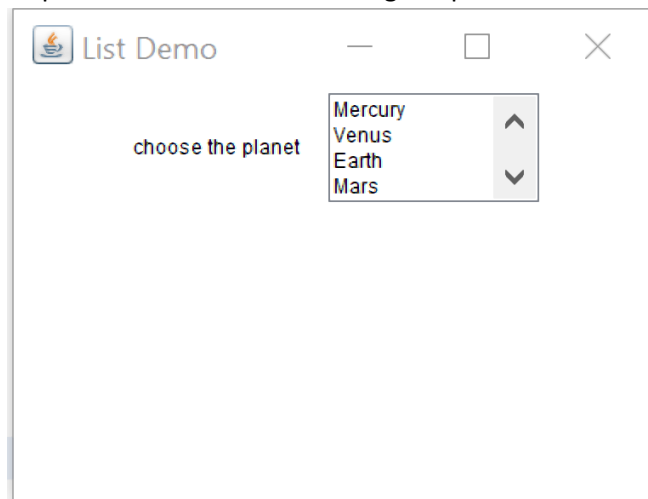


Java Programming II
BIM 5th Semester
Labsheet 2

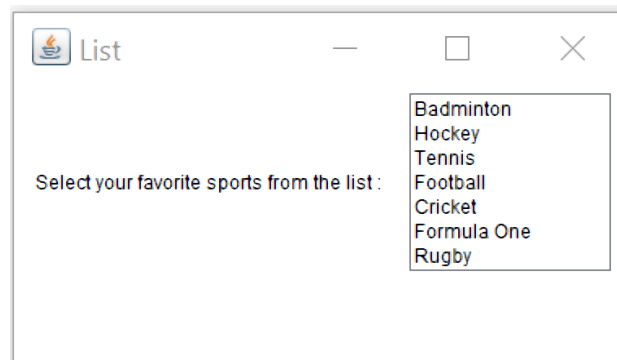
4. Design a GUI as per image given below.



- a. Display the number of item available in choice using getItemCount().
 - b. Display the currently selected item using getSelectedItem().
 - c. Make the last item selected at first using select().
5. Design the GUI with help of label and list for selecting the planet which contains list of 9 planets.

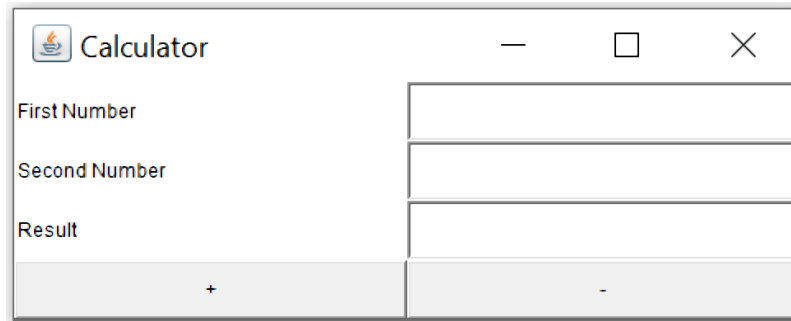


6. Create a list of sports with 7 items; you can select multiple items from the list.

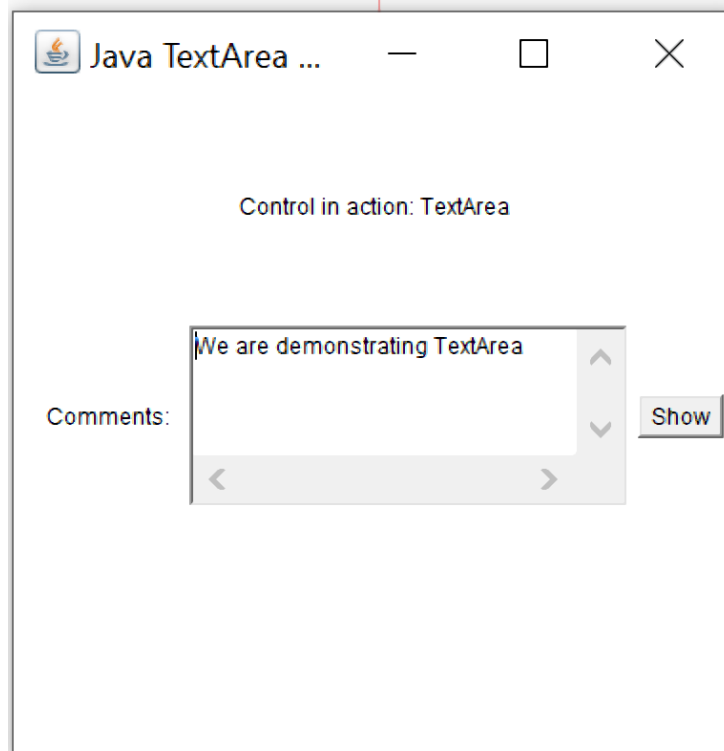


Java Programming II
BIM 5th Semester
Labsheet 2

7. Design a GUI to demonstrate Vertical and Horizontal Scrollbar.
8. Design the Calculator GUI.

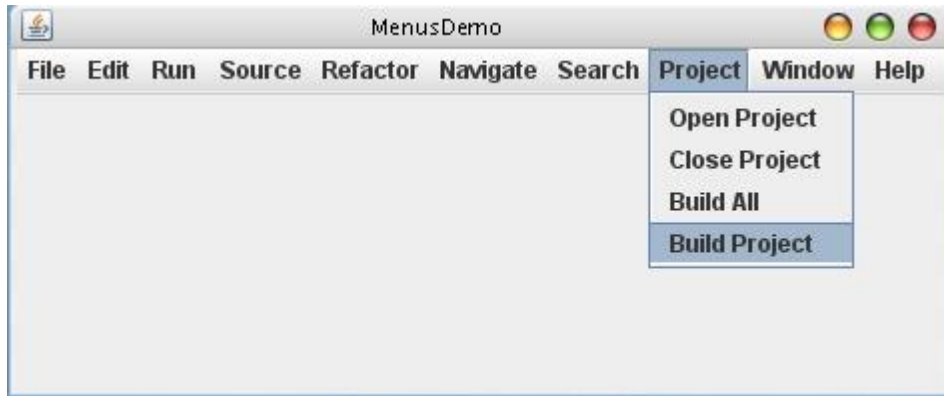


9. Design the GUI as per image given below.



10. Write the program to demonstrate the different layout managers with individual program for each Layout Manager.
11. Design a GUI as per image given below.

Java Programming II
BIM 5th Semester
Labsheet 2



12. Write a program to demonstrate Dialog Box and File Dialog.