

**School of Information Technology & Engineering**

**Winter Semester 2021-2022**

**ITA5004 – Object Oriented Programming using JAVA**

**DIGITAL ASSIGNMENT-05**

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**SLOT:L3+L4**

**1.Design a GUI using AWT/SWING controls for any application of your choice with appropriate event handling. (Use Frame,Panel, Label, TextField, TextArea, Button, CheckBox/JRadioButton, Lists, ComboBox, Menu, etc.)**

**CODE:**

```
import java.awt.*;
import java.awt.event.*;

class Ansda5
{
    public static void main(String args[]){
        Frame f = new Frame("Button, TextField Example"); TextField tf = new TextField();
        Label l1 = new Label();

        Label l2 = new Label("Language: "); Label l3 = new Label("Name: "); Button b = new
        Button("Click");

        CheckboxGroup cbg = new CheckboxGroup();
        Checkbox cb1 = new Checkbox("java",false,cbg);
        Checkbox cb2 = new Checkbox("c++",false,cbg);

        l3.setBounds(50,50,100,30);
        tf.setBounds(170,50,150,20);
        l2.setBounds(50,100,100,30);
        cb1.setBounds(170,100,50,30);
        cb2.setBounds(240,100,50,30);
        b.setBounds(50,150,60,30);
        l1.setBounds(50,200,200,30);
```

```
b.addActionListener(new ActionListener(){
    public void actionPerformed(ActionEvent e){
        String name = tf.getText();
        String language = cb1.getState() ? "java" : "c++";
        l1.setText( name + " is coding in " + language);
    }
});

f.add(l1);
f.add(l2);
f.add(l3);
f.add(b);
f.add(tf);
f.add(cb1);
f.add(cb2);
f.setSize(400,300);
f.setLayout(null);
f.addWindowListener(new WindowAdapter(){
    public void windowClosing(WindowEvent we){
        System.exit(0);
    }
});
f.setVisible(true);
}
```

**OUTPUT:**

```
Command Prompt - java - Ansd5
C:\Users\PRIYA\Downloads>javac Ansd5.java
C:\Users\PRIYA\Downloads>java Ansd5
```

Button, TextField Example

Name:

Language: ☒ java ☐ c++



 Button, TextField Example

Name: \_\_\_\_\_

priyadharshini.r

Language:

• java

C++

Click

priyadharshini.r is coding in java