**JF Section 3 Practice**

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## The JOptionPane class from the javax.swing package is used to create simple

## dialogs for user interaction in Java. In your JavaLibsPractice class, you&#39;ve started

## by prompting the user to enter their name. Here’s a complete example

## demonstrating how to use JOptionPane to interact with the user, including

## displaying a message box and handling user input.

## import javax.swing.JOptionPane;

## public class JavaLibsPractice {

## public static void main(String[] args) {

## // Prompt the user to enter their name

## String name = JOptionPane.showInputDialog(&quot;Enter your name:&quot;);

## // If the user does not enter a name, handle it gracefully

## if (name == null || name.isEmpty()) {

## name = &quot;Guest&quot;;

## }

## // Display a personalized greeting message

## JOptionPane.showMessageDialog(null, &quot;Hello, &quot; + name + &quot;!&quot;);

## // Optional: Show the user&#39;s name in a confirmation dialog

## int response = JOptionPane.showConfirmDialog(null, &quot;Is your name &quot; + name

## + &quot;?&quot;, &quot;Name Confirmation&quot;, JOptionPane.YES\_NO\_OPTION);

## if (response == JOptionPane.YES\_OPTION) {

## JOptionPane.showMessageDialog(null, &quot;Great! Have a wonderful day, &quot; +

## name + &quot;!&quot;);

## } else {

## JOptionPane.showMessageDialog(null, &quot;Oops! Please restart the

## application and try again.&quot;);

## }

## }

## }

**CODE:**

**import javax.swing.JOptionPane;**

**public class JavaLibsPractice {**

**public static void main(String[] args) {**

**String name = JOptionPane.showInputDialog("Enter your name:");**

**if (name == null || name.isEmpty()) {**

**name = "Guest";**

**}**

**JOptionPane.showMessageDialog(null, "Hello, " + name + "!");**

**int response = JOptionPane.showConfirmDialog(null, "Is your name " + name + "?", "Name Confirmation", JOptionPane.YES\_NO\_OPTION);**

**if (response == JOptionPane.YES\_OPTION) {**

**JOptionPane.showMessageDialog(null, "Great! Have a wonderful day, " + name + "!");**

**} else {**

**JOptionPane.showMessageDialog(null, "Oops! Please restart the application and try again.");**

**}**

**}**

**}**

Note: To be run on GUI compiler.