Experiment – 01

Advance Java Lab (5CS4-24)

Class – B.Tech III Year, V Sem.

Objective: (a) Write a program in java for event handling using JavaAWT.

Code:

```java
import java.awt.*;
import java.awt.event.*;
public class AEvent extends Frame implements ActionListener{
    TextField tf;
    AEvent(){
        //create components
        tf=new TextField();
        tf.setBounds(60,60,180,30);
        Button b = new Button("Click Here");
        b.setBounds(100, 120,80,30);
        //register listener
        b.addActionListener(this); //passing current instance
        //add components and set size, layout and visibility
        add(b);
        add(tf);
        setSize(300,300);
        setLayout(null);
        setVisible(true);
    }
    public void actionPerformed(ActionEvent e){
        tf.setText("Welcome !!!");
    }
    public static void main(String args[]){
    new AEvent();
```
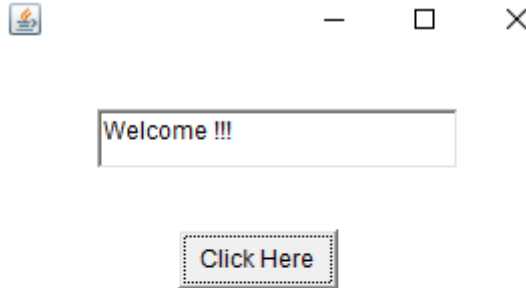
```
    }

}
```

Output:

Event Handling in Java

(b) Objective: Write a program in java for implementing Action Listener in Java (on ButtonClick).

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

// Driver Class
public class ActionListenerExample {
    // main function
    public static void main(String[] args){

        // Create a frame
        Frame f = new Frame("AWT ActionListener Example");

        // Set the size
        f.setSize(400, 200);

        // Set the layout
```

```java
f.setLayout(null);


 // Make the frame visible
f.setVisible(true);


 // Set the background color of the frame
f.setBackground(Color.LIGHT_GRAY);


// Create a button
Button b = new Button("Click Me");


 // Set the positions
b.setBounds(160, 100, 80, 40);


 // Add button to the frame
f.add(b);


 // Set the background color of the button
b.setBackground(Color.GREEN);


// Create a text field
final TextField tf = new TextField();


 // Set the positions
tf.setBounds(50, 50, 300, 30);


 // Add text field to the frame
f.add(tf);


// Create a label
Label lb = new Label();
```

```
    // Set the positions

  lb.setBounds(100, 150, 300, 30);


    // Add label to the frame

  f.add(lb);


  // Add an action listener to the button

  b.addActionListener(new ActionListener() {


    // Override the actionPerformed() method

    public void actionPerformed(ActionEvent e){


        // Update the text of the label

      lb.setText("Hey " + tf.getText() + "! "

            + "Welcome to Advance Java!");

    }


  });
  }
}
```

Output;