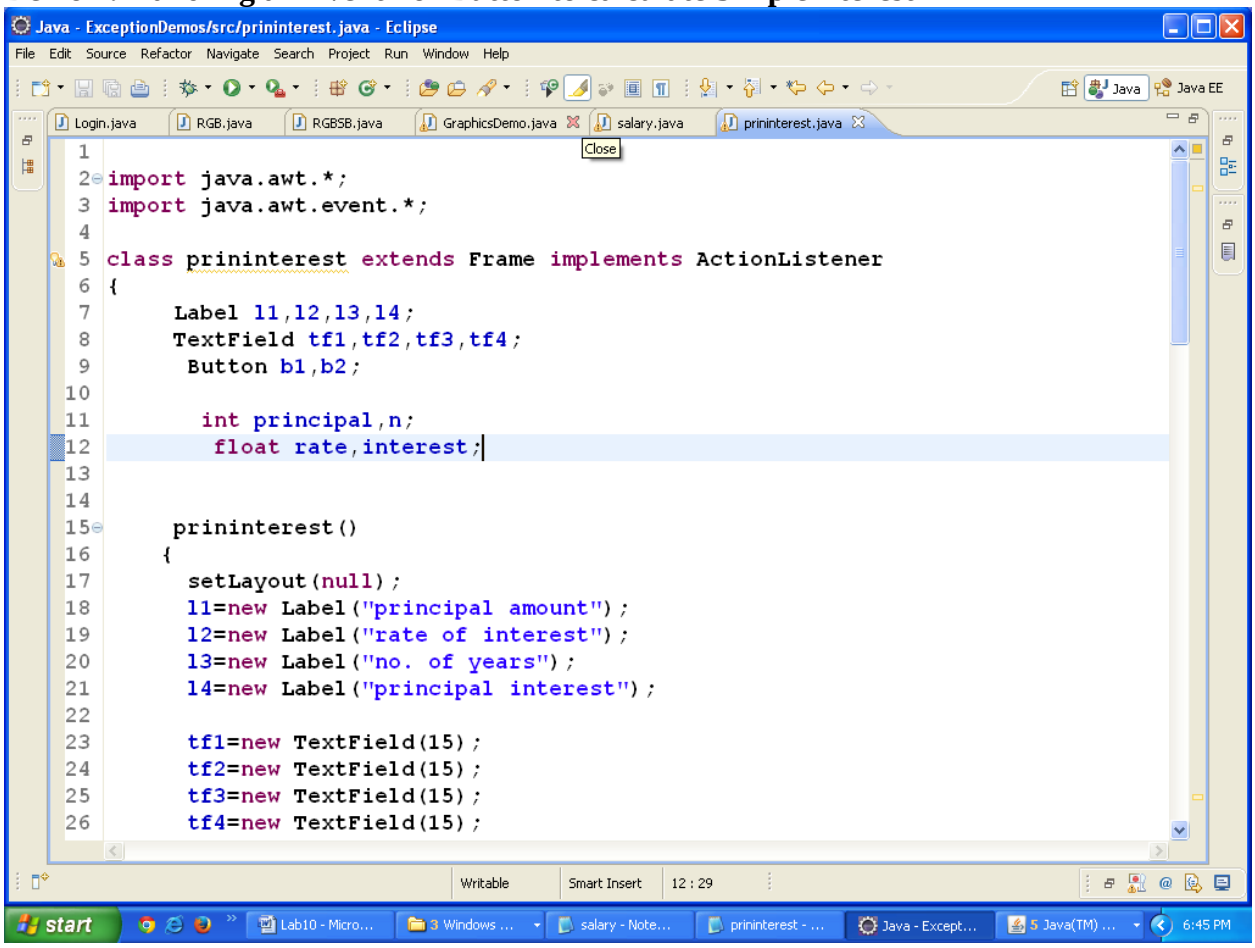
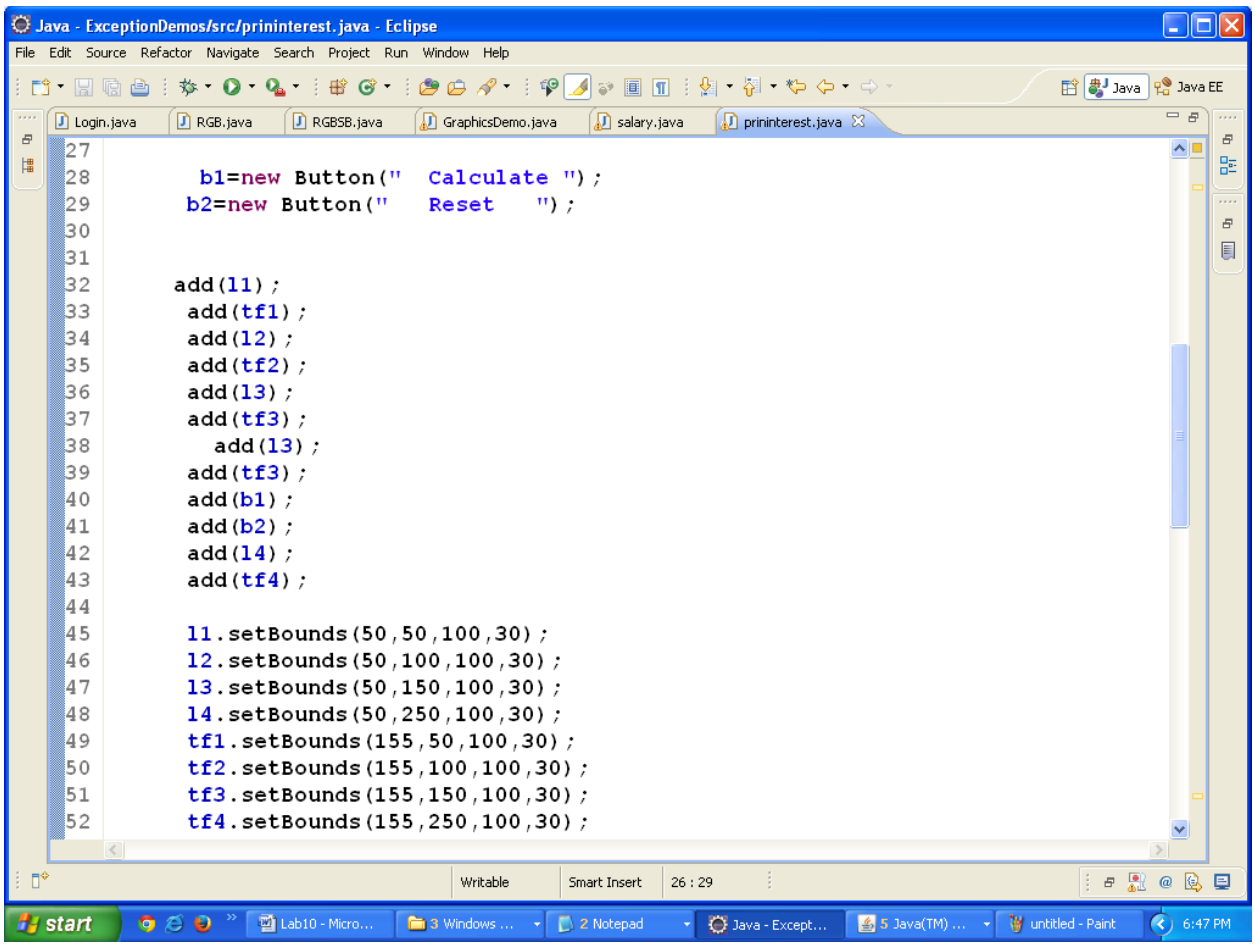
Lab-10 Assignments

Event Handling

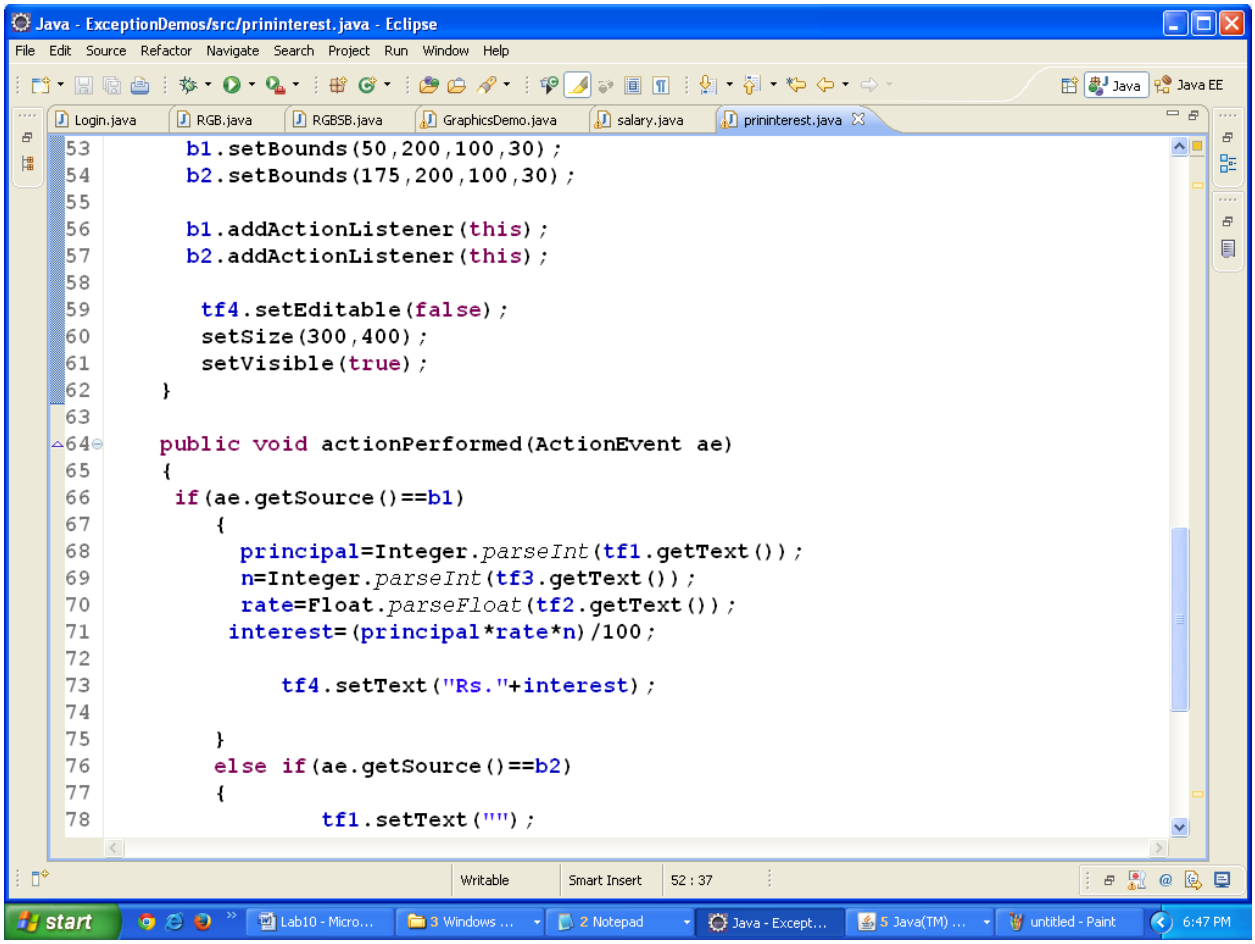
Demo 1: Handling an Event for Button to calculate SimpleInterest



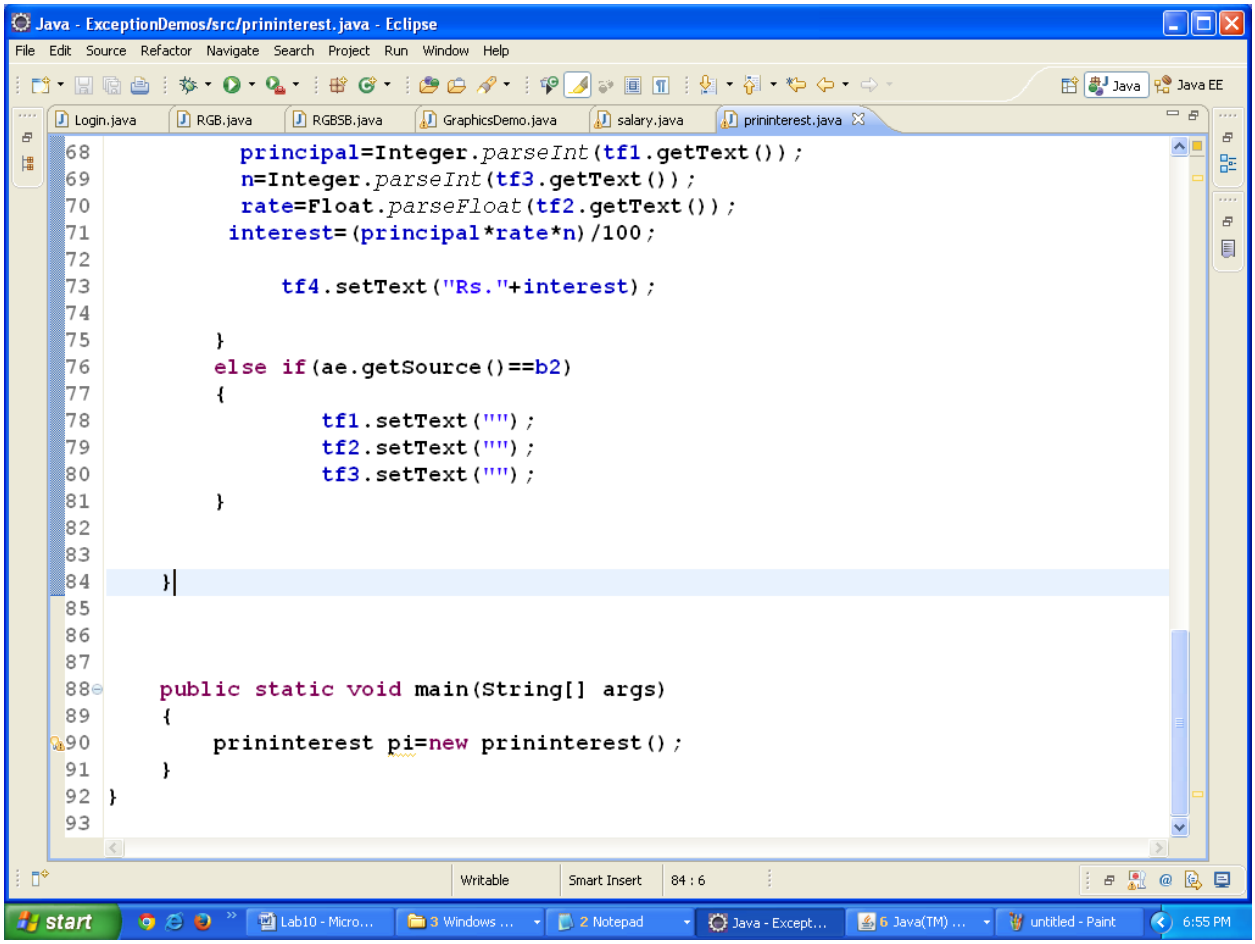
Continued…


Java - ExceptionDemos/src/prininterest.java - Eclipse
File Edit Source Refactor Navigate Search Project Run Window Help
Login.java RGB.java RGBSB.java GraphicsDemo.java salary.java prininterest.java
b1=new Button(" Calculate ");
b2=new Button(" Reset ");
add(l1);
add(tf1);
add(l2);
add(tf2);
add(l3);
add(tf3);
add(l3);
add(tf3);
add(b1);
add(b2);
add(l4);
add(tf4);
l1.setBounds(50,50,100,30);
l2.setBounds(50,100,100,30);
l3.setBounds(50,150,100,30);
l4.setBounds(50,250,100,30);
tf1.setBounds(155,50,100,30);
tf2.setBounds(155,100,100,30);
tf3.setBounds(155,150,100,30);
tf4.setBounds(155,250,100,30);
Writable Smart Insert 26 : 29
start
6:47 PM

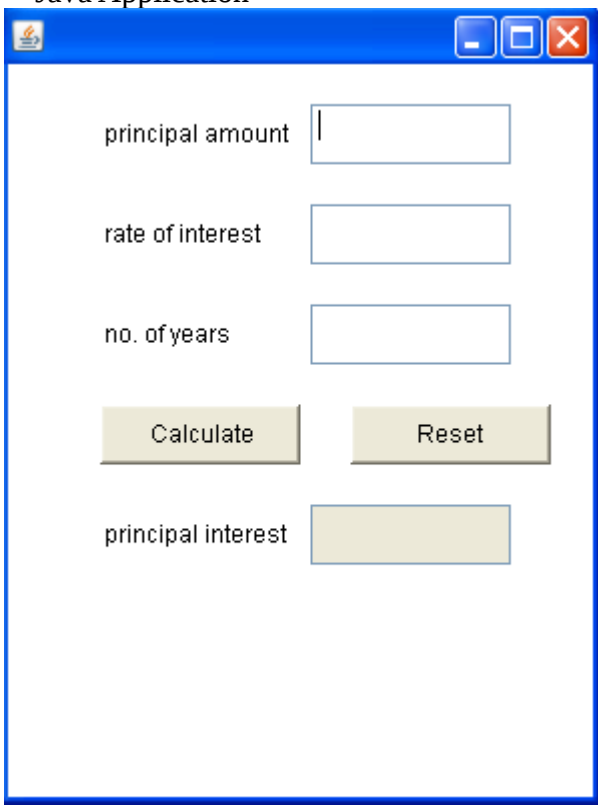
Continued…


Java - ExceptionDemos/src/prininterest.java - Eclipse
File Edit Source Refactor Navigate Search Project Run Window Help
Login.java RGB.java RGBSB.java GraphicsDemo.java salary.java prininterest.java
b1.setBounds(50,200,100,30);
b2.setBounds(175,200,100,30);
b1.addActionListener(this);
b2.addActionListener(this);
tf4.setEditable(false);
setSize(300,400);
setVisible(true);
}
public void actionPerformed(ActionEvent ae)
{
if(ae.getSource()==b1)
{
principal=Integer.parseInt(tf1.getText());
n=Integer.parseInt(tf3.getText());
rate=Float.parseFloat(tf2.getText());
interest=(principal*rate*n)/100;
tf4.setText("Rs."+interest);
}
else if(ae.getSource()==b2)
{
tf1.setText("");
Writable Smart Insert 52 : 37
start
6:47 PM

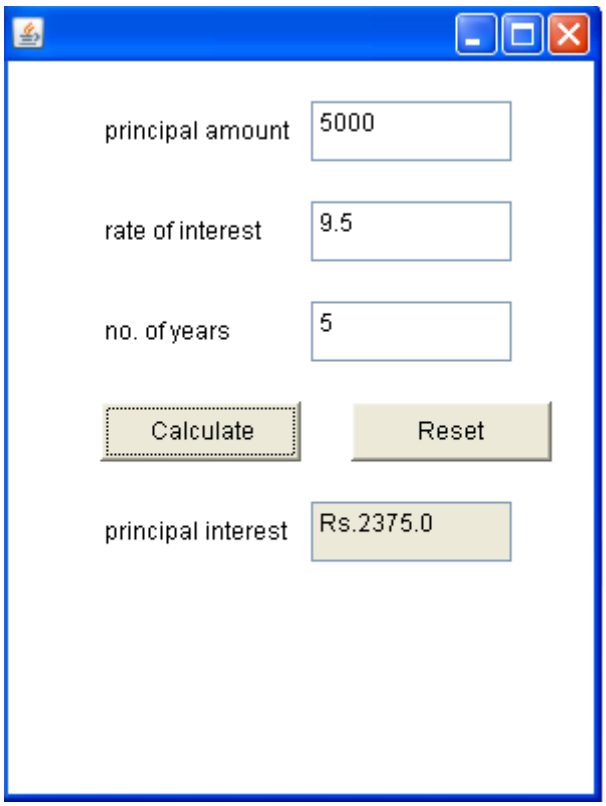
Continued…



Run as-> Java Application



Enter the values and click on Calculate Button(Event Handling)



Assignments To Solve

1. Validate Username and Password for LoginPage created in the previous lab
   Print Access Granted on the Frame for valid data
   Print Access Denied on the Frame for Invalid data
   Handle this event for the click of **OK** Button
   Close the Frame at the click of **Cancel** Button

2. Write an event handling code to print your name on the frame at the click of Mouse Button.
   (hint : Mouse Event)

3. Handle an event for the Scrollbars created in the previous lab.
   Set the background color of the frame with the Scroll values of the 3 Scrollbars.

4. Handle an event for the TextFields shown below . Show the Focus gained for the TextField when TextField is selected using Tab..(HINT: Use FocusListener)