



TTTK1143

Rekabentuk aturcara dan penyelesaian masalah

Topic

Graphical User Interface (GUI)

Tutorial 5

Section B

Question 1

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## Question 1

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

public class Question1 extends JFrame implements ActionListener{

    private JRadioButton cat,bird,fish;
    private JLabel ques,select,result;

    public Question1() {

        Container pane = getContentPane();
        pane.setLayout(new GridLayout(6,0));

        ques=new JLabel("Which Animal can Fly?");
        pane.add(ques);

        cat = new JRadioButton("Cat");
        bird = new JRadioButton("Bird");
        fish = new JRadioButton("Fish");
        pane.add(cat);
        pane.add(bird);
        pane.add(fish);
        ButtonGroup group = new ButtonGroup();
        group.add(cat);
        group.add(bird);
        group.add(fish);
        cat.addActionListener(this);
        bird.addActionListener(this);
        fish.addActionListener(this);

        select=new JLabel("You have selected");
        pane.add(select);

        result=new JLabel();
        pane.add(result);
    }

    public void actionPerformed(ActionEvent e) {

        if (cat.isSelected()) {
            result.setText("Cat can't fly.Try again");}

        else if (bird.isSelected()) {
            result.setText("Bird can fly.Excellent");}

        else if (fish.isSelected()) {
            result.setText("Fish can't fly.Try again");}

        }

    public static void main(String [] args) {
        Question1 frame = new Question1();//Jframe
    }
}
```

```
        frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);  
        frame.setTitle("Simple Quiz");  
        frame.setSize(350, 200);  
        frame.setVisible(true);  
    }  
}
```

## Output

