



TTTK1143

Rekabentuk aturcara dan penyelesaian masalah

Topic

Graphical User Interface (GUI)

Tutorial 5

Section B

Question 2

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## Question 2

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

public class Question2 extends JFrame implements ActionListener{
    private JPanel p1,p2,p3;
    private JTextField length,width;
    private JLabel l1,l2,l3,l4;

    public Question2() {
        Container pane=getContentPane();
        pane.setLayout(new GridLayout(3,1));

        p1=new JPanel();
        p1.setLayout(new GridLayout(1,2));
        p2=new JPanel();
        p2.setLayout(new GridLayout(1,2));
        p3=new JPanel();
        p3.setLayout(new FlowLayout(FlowLayout.CENTER));

        length=new JTextField(20);
        l1=new JLabel("Enter the length:",SwingConstants.RIGHT);
        p1.add(l1);
        p1.add(length);
        pane.add(p1);

        width=new JTextField(20);
        l2=new JLabel("Enter the width:",SwingConstants.RIGHT);
        p2.add(l2);
        p2.add(width);
        pane.add(p2);

        length.addActionListener(this);
        width.addActionListener(this);

        l3=new JLabel("Area of the rectangle:");
        p3.add(l3);
        l4=new JLabel(" ");
        p3.add(l4);
        pane.add(p3);
    }

    public void actionPerformed(ActionEvent e) {
        Object obj=e.getSource();
        String input=length.getText();
        double length=Double.valueOf(input);

        input=width.getText();
        double width=Double.valueOf(input);

        l4.setText((width*length)+"");
    }
}
```

```
}  
  
public static void main(String [] args) {  
    Question2 frame = new Question2();//Jframe  
    frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);  
    frame.setTitle("Rectangle");  
    frame.setSize(300, 100);  
    frame.setVisible(true);  
}  
}
```

### Output

