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Title: - Introduction to AWT Components

Problem Statement: - Create A java Frame using AWT containing Button, TextField and Label classes

import java.awt.\*;

import java.awt.event.ActionEvent;

import java.awt.event.ActionListener;

public class pr2 extends Frame implements ActionListener {

private TextField t1;

private TextField t2;

private Label l1;

private Label l2;

private Button b1;

public static void main(String[] args)

{

pr2 Aobj= new pr2 ();

}

public pr2 ()

{

setTitle("Study of TextField and Label and Button");

setVisible(true);

setSize(400,500);

setLocation(100,100);

setLayout(new FlowLayout(FlowLayout.CENTER,100,10));

setBackground(Color.white);

t1=new TextField(20);

t2=new TextField(20);

l1=new Label("Textfield 1");

l2=new Label("Textfield 2");

b1 = new Button("Click here");

add(l1);

add(t1);

add(l2);

add(t2);

b1.addActionListener(this);

add(b1);

}

public void actionPerformed(ActionEvent e)

{

Object obj=e.getSource();

if(obj==b1)

{

System.out.println("Button Pressed");

System.out.println(t1.getText());

System.out.println(t2.getText());

}

}

}