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Title: - Swapping of Text Fields Problem Statement: -

Write a program in Java to perform swapping of two TextField values. Use action listener mechanism

import javax.swing.\*;

import java.awt.\*;

import java.awt.event.\*;

public class swap extends Frame {

private TextField tf1,tf2;

private Label lb1,lb2;

private Button button;

swap(){

Frame f1 = new Frame();

lb1 = new Label("Enter first string");

lb2 = new Label("Enter second string");

lb1.setSize(20,20);

lb2.setSize(20,20);

tf1 = new TextField();

tf2 = new TextField();

tf1.setPreferredSize(new Dimension(120,20));

tf2.setPreferredSize(new Dimension(120,20));

Button b1 = new Button("Swap");

Button b2 = new Button("Do it again");

Button b3 = new Button("Exit");

b1.addActionListener(new ActionListener() {

@Override

public void actionPerformed(ActionEvent actionEvent) {

String tx1 = tf1.getText();

String tx2 = tf2.getText();

if(tx1.isEmpty() || tx2.isEmpty()){

JOptionPane.showMessageDialog(f1,"Don't enter a empty string");

return;

}

System.out.println("Before Swap");

System.out.println(tf1.getText());

System.out.println(tf2.getText());

tf2.setText(tx1);

tf1.setText(tx2);

System.out.println("After Swap");

System.out.println(tf1.getText());

System.out.println(tf2.getText());

tf1.setEditable(false);

tf2.setEditable(false);

}

});

b2.addActionListener(new ActionListener() {

@Override

public void actionPerformed(ActionEvent actionEvent) {

tf1.setText("");

tf2.setText("");

tf1.setEditable(true);

tf2.setEditable(true);

}

});

b3.addActionListener(new ActionListener() {

@Override

public void actionPerformed(ActionEvent actionEvent) {

f1.setVisible(false);

}

});

f1.add(lb1);f1.add(tf1);f1.add(lb2);f1.add(tf2);f1.add(b1);f1.add(b2);f1.setSize(400,400);

f1.add(b3);f1.setLayout(new FlowLayout(FlowLayout.LEADING,20,25));f1.setVisible(true);

}

public static void main(String[] args) {

swap s1 = new swap();

}

}