

```
import java.awt.Button;

import java.awt.Frame;

import java.awt.Label;

import java.awt.TextField;

import java.awt.event.ActionEvent;

import java.awt.event.ActionListener;


public class BillGeneratorApp {


    public static void main(String[] args) {

        // Create a frame (window)

        Frame frame = new Frame("Bill Generator App");


        // Create labels

        Label nameLabel = new Label("Item Name:");

        Label quantityLabel = new Label("Quantity:");

        Label priceLabel = new Label("Price:");


        // Create text fields

        TextField nameField = new TextField();

        TextField quantityField = new TextField();

        TextField priceField = new TextField();


        // Create a button

        Button generateButton = new Button("Generate Bill");
```

```
// Create a label to display the bill

Label billLabel = new Label();


// Add an ActionListener to the button
generateButton.addActionListener(new ActionListener() {

    public void actionPerformed(ActionEvent e) {

        // Get values from text fields

        String itemName = nameField.getText();

        int quantity = Integer.parseInt(quantityField.getText());

        double price = Double.parseDouble(priceField.getText());


        // Calculate total

        double total = quantity * price;


        // Display bill

        billLabel.setText("Bill:\n" +

            "Item: " + itemName + "\n" +

            "Quantity: " + quantity + "\n" +

            "Price: $" + price + "\n" +

            "Total: $" + total);

    }

});


// Set frame properties
```

```
frame.setSize(400, 300); // Width and height of the frame  
frame.setLayout(null); // No layout manager for simplicity  
frame.setVisible(true); // Make the frame visible
```

```
// Add components to the frame
```

```
frame.add(nameLabel);
```

```
frame.add(nameField);
```

```
frame.add(quantityLabel);
```

```
frame.add(quantityField);
```

```
frame.add(priceLabel);
```

```
frame.add(priceField);
```

```
frame.add(generateButton);
```

```
frame.add(billLabel);
```

```
// Set component bounds
```

```
int x = 50, y = 50, width = 100, height = 20, gap = 30;
```

```
nameLabel.setBounds(x, y, width, height);
```

```
nameField.setBounds(x + 120, y, width, height);
```

```
quantityLabel.setBounds(x, y + gap, width, height);
```

```
quantityField.setBounds(x + 120, y + gap, width, height);
```

```
priceLabel.setBounds(x, y + 2 * gap, width, height);
```

```
priceField.setBounds(x + 120, y + 2 * gap, width, height);
```

```
generateButton.setBounds(x, y + 3 * gap, 200, 30);
```

```
billLabel.setBounds(x, y + 4 * gap, 300, 100);
```

```
// Handle window close event

frame.addWindowListener(new java.awt.event.WindowAdapter() {

    public void windowClosing(java.awt.event.WindowEvent windowEvent) {

        System.exit(0);

    }

});

}

}
```

Output-

