1919106098

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Java Assignment

1) Create login form using swing

```
import javax.swing.*;

class login
{  Public static void main (String args [])
    {  Jframe f = new Jframe ("Login form");

       Jlabel l1, l2;

       l1 = new Jlabel ("username");

       l1.setbounds (50, 50, 100, 200)

       l2 = new Jlabel ("Password");

       l2.setbounds (50, 100, 100, 40);

       JTextfile tf = new JTextfield ("");

       tf.setbounds (150, 50, 200, 40);

       JPassword-field Pf = new Jpassword field ();

       Pf.setbounds (150, 200, 50, 40);

       Jbutton b1, b2;

       b1 = new Jbutton ("submit")

       b1.setbounds (50, 150, 100, 40);

       b2 = new Jbutton ("clear");

       b2.setbounds (250, 150, 100, 40);
```
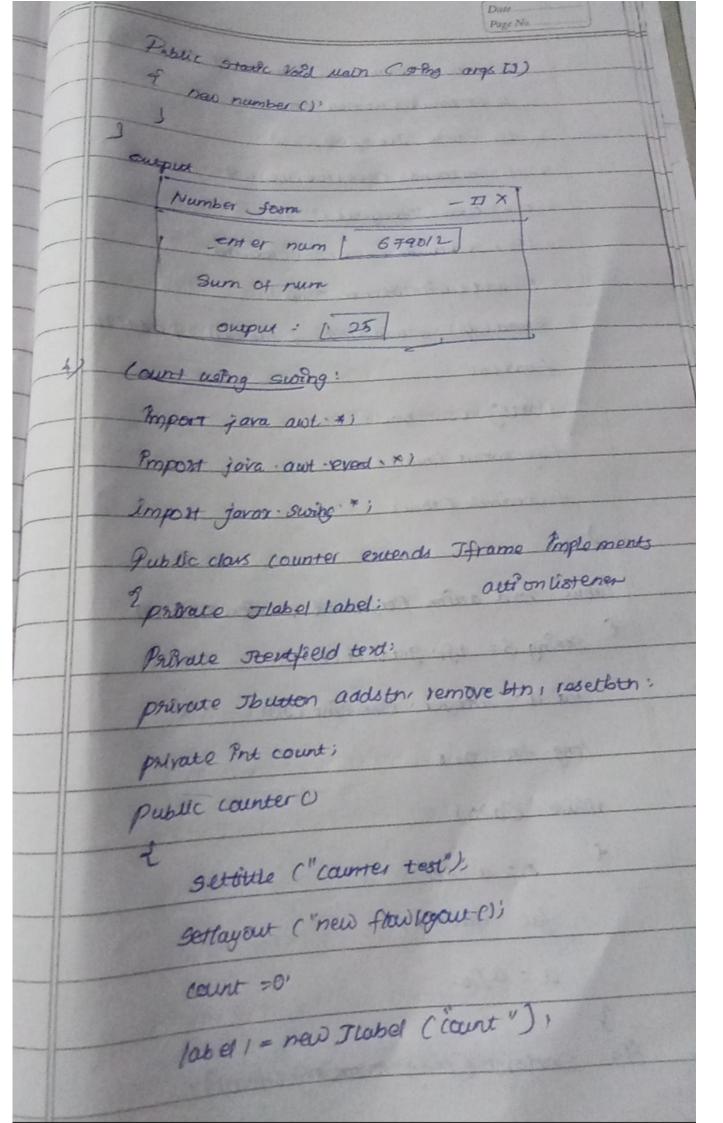
```
f. add (l1); f. add (tf); f. add (tf);
f. add (l2); f. add (tf); f. add (b2);
f. setsize (500, 600);
f. setlayout (null);
f. setvisible (true);
}
}
```

Output

```
login form                                    - □ X
┌──────────────────────────────────────────────┐
│ username :                                     │
│ password :                                     │
│                                 ┌────────┐     │
│ ┌─────────┐                     │ clear  │     │
│ │ Submit  │                     └────────┘     │
│ └─────────┘                                    │
└──────────────────────────────────────────────┘
```

2) Create factorial using swing

```
Import Javax. Swing. *;
import Java out. event. *;
Public class factorial implements ActionListener
{ Jlabel l1, l2;
  Textfield tf1, tf2;
  Jbutton b1;
  factorial ()
  { Jframe f = new Jframe ("factorial form");
    Jbutton bf = new Button ("factorial")
```

```
b.set bounds (50,200,100,40);

l1 = new JLabel ("enter mum");

l2 = Setbounds (50,500,100,40);

tf1 = new JTextfield ("");

tf1. setbounds (200,100,100,40);

tf2 = new JTextfield ("");

tf2. Setbound (200,400,100,40);

b. addautfoauistener (this);

f.add (tf1); f.add (tf2); f.add (l1);

f.add (l2); f.add (b);

f.setsize (600,500);

f.setlayout (null)

f.setvisible (true)
}

Public Void autforperformed (ActionEvent e)

{ string s = tf1. gettext();

int a = Integer. parseint (s);

long fac = a;

for (int i = a; i>1; i--)
{
  fac = fac *(i-1);
}

tf2. settext (long. tostring(fac));
}
}
```

```java
Public static void main ( string args [])
{
    new factorial ();
}
}
```

Output :

```
┌─────────────────────────────────────── — □ X
│ Factorial Form
│
│   enter num :  6
│  ┌─────────┐
│  │Factorial│
│  └─────────┘
│   output :    720
└───────────────────────────────────────
```

3)   Sum of number using swing

```java
import Javax.Scoing.*;
import Java.awt.event.*;
Public static number implements ActionListener
{  Jlabel l1 l2;
   JtextFile tf1 tf2;
   Jbutton b;
   Number ()
   { Jframe f = new Jframe ("factorial");
     Jbutton b = new Jbutton ("sum of num")
     b.setbounds (50, 200, 200, 40);
     l1 = new Jlabel ("enter num");
     l1.setbounds (50, 100, 100, 40);
```

```java
l2 = new Jlabel ("output:")

l2 setbound (50,400, 100, 40);

tf1 = new Jrextfield ("")

tf1 - Serbounds (200,100, 100, 40)

tf2 = new Jtextfield ("");

tf2 - setbounds (200,400, 100, 40);

b1 - add actionlistener (this);

f add (tf1); f add (tf2); f add (l1); f add (l2)

f add (b1);

f setsize (600, 500);

f setlayout (Null)

f setvisible (true)
}

Public void actionperformed (Action Event e)
{   string s = tf1 gettext()

    int a = Integer parseInt (s);

    long fac = 0, r;

    while (a>0)
    {
        r = a %10
        fac = fac + r;
        a = a/10;
    }
    tf2 settext (long tostring (fac));
}
}
```

```
Public static void main (string args [])
{ new number ();
}
}
```

output

```
┌─────────────────────────────────────┐
│ Number form              — ☐ X       │
│  ┌────────────────────────────┐      │
│  │ enter num │   679012    │          │
│                                       │
│   Sum of num                          │
│                                       │
│    output :  │  25  │                 │
└─────────────────────────────────────┘
```

4) **Count using swing :**

```
Import java awt. *)

Import java. awt. event. *)

import javax. swing. *;

Public class counter extends Jframe Implements
{ private Jlabel label:                    actionlistener

Private JtextField text:

private Jbutton addbtn, removebtn, resetbtn:

private int count;

public counter ()
{
     settitle ("counter test");

     setlayout ("new flowlayout();

     count = 0'

     label1 = new Jlabel ("count");
```

```java
text = new Textfield ("0", 4)

addbtn = new Jbutton ("add").

resetbtn = new Jbutton ("reset")

add (Label)

add (text)

add (add g btn)

add (reset btn)

setsize (375, 250);

setLocation relative to (null);

setdefaut (closeoperator (Jframe, ext on-close.

setvisible (true);

}

public void action performed (Action Event e)

{ if (ae. getsource () == addbtn)

{ count++;
  text.setted (string. value g (count))
  repaint()
}

else if (ae.getsource () == resetbtn)

{
  count = 0;

  text.setttt (string. valueg (count);

  repaint ();
}

} public static void main (string args[])

{ new counter ()
}
```

Output

```
┌─────────────────────────────────────┐
│  counter test            - □ x       │
│  ┌─────────────────────────────────┐ │
│  │ count : [ 0 ]  [Add]  [Reset]   │ │
│  └─────────────────────────────────┘ │
└─────────────────────────────────────┘
```

5) import Java.awt.

import Java.awt.event.*;

import Javax.Swing.*;

Public class countertest extends Jframe imploments
  {   Action Listener
      Private Jlabel label;

      Private Textfield text;

      Private Jbutton addbth removebtn resetbtn

      Private int count,

      Public countertest ()
      {
          settitle ("counter test")

          Set.layout (new flowlayout ());

          count = 0

          label = new Jlabel ("count")

          text = new Textfield ("0",4);

          addbtn = new Jbutton ("add num")

          removebtn = new Jbutton ("Sub num")

          addbtn . add actionlistener ("this)

          remove btn. add actionlistener (this)

          resetbtn = new Jbutton ("reset"),
```

```
reset btn. add outfonlistenor (this);

add (label),

add (text);

add (addbtn);

add (removebtn);

add (resetbtn);

Setsize (375, 250);

SettocatPonrelativeTo (null)
}

Public void outPonPerformed (autPonevent ae)
{ if (ae.getsource() == addbtn)
    {   count ++;
        text.settext (String. valueof (count));
        repaint()
    }
    else if (ae.getsource() == removebtn)
    {   count --;
        text.settext (String.valueof (count))
        repaint();
    }
    else if ( ae.getsource() == resetbtn)
    {
        count = 0;
        text. settext (String. valueof (count));
        repaint();
    }
}

Public static void main (String args[])
{
    new CounterGroo();
}
}
```

output

counter text   — ☐ X

count : [0] /add num /   / subtract num /

[Reset]