**Q40) Swing program to add two numbers**

import javax.swing.\*;

import java.awt.event.\*;

public class Addition extends JFrame implements ActionListener

{

JTextField tf1,tf2,tf3;

JButton b1;

JLabel l1,l2,l3;

Addition() {

l1=new JLabel("Enter First Number");

tf1=new JTextField();

l2=new JLabel("Enter Second Number");

tf2=new JTextField();

l3=new JLabel("Result");

tf3=new JTextField();

b1=new JButton("Add");

l1.setBounds(50,50,250,20);

tf1.setBounds(250,50,120,20);

l2.setBounds(50,100,250,20);

tf2.setBounds(250,100,120,20);

l3.setBounds(50,150,120,20);

tf3.setBounds(250,150,120,20);

b1.setBounds(100,200,120,30);

tf3.setEditable(false);

add(l1);

add(l2);

add(l3);

add(tf1);

add(tf2);

add(tf3);

add(b1);

b1.addActionListener(this);

setSize(600,600);

setLayout(null);

setVisible(true);

}

public void actionPerformed(ActionEvent e)

{

int a;

int b;

int c;

a=Integer.parseInt(tf1.getText());

b=Integer.parseInt(tf2.getText());

c=a+b;

String s=String.valueOf(c);

tf3.setText(s);

}

public static void main(String args[])

{

new Addition();

}

}

**Q41. Simple swing program to find number of words and characters in a Text Area**

import javax.swing.\*;

import java.awt.event.\*;

public class Count implements ActionListener

{

JFrame f;

JTextArea a1;

JLabel l1,l2;

JButton b1,b2;

Count()

{

f=new JFrame("Number of words and characters");

l1=new JLabel();

l2=new JLabel("Enter the data: ");

a1=new JTextArea();

b1=new JButton("Words");

b2=new JButton("Characters");

l2.setBounds(50,50,100,30);

a1.setBounds(180,50,400,60);

l1.setBounds(150,250,200,30);

b1.setBounds(100,150,120,30);

b2.setBounds(250,150,120,30);

b1.addActionListener(this);

b2.addActionListener(this);

f.add(a1);

f.add(l1);

f.add(l2);

f.add(b1);

f.add(b2);

f.setSize(600,600);

f.setLayout(null);

f.setVisible(true);

}

public void actionPerformed(ActionEvent ae)

{String res1=a1.getText();

String res2[]=res1.split("\\s");

if(ae.getSource()==b1)

{

l1.setText("number of words:" +res2.length+"");

}

else if(ae.getSource()==b2){

l1.setText("number of characters:"+res1.length()+"");

}

}

public static void main(String args[])

{

new Count();

}

}