# DFP4033- INTEGRATIVES PROGRAMMING AND TECHNOLOGIES LAB EXERCISE LAYAOUT MANAGER

Using any layout manager (you can combine), develop a GUI based on the figure below. You can used your creativity to arrange the components.

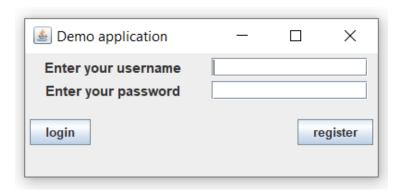
## a. GUI for Login Form



# Coding

```
JButton btnregister=new JButton("register");
               JTextField txtuser=new JTextField(15);
               JPasswordField pf= new JPasswordField(15);
               p1.add(lbluser); p1.add(lblpassword);
               p2.add(txtuser); p2.add(pf);
               p3.add(btnlogin);
               p4.add(btnregister);
               f.add(p1);f.add(p2);f.add(p3);f.add(p4);
               f.setLayout(new GridLayout(2,2));
               p3.setLayout(new FlowLayout(FlowLayout.LEFT));
               p4.setLayout(new FlowLayout(FlowLayout.RIGHT));
         f.setSize(400,180);
         f.setVisible(true);
          lbluser.setFont(new Font("Roboto Condensed Light", Font.BOLD, 15));
          lblpassword.setFont(new Font("Roboto Condensed Light", Font.BOLD, 15));
          btnlogin.setFont(new Font("Roboto Condensed Light", Font.BOLD, 13));
          btnregister.setFont(new Font("Roboto Condensed Light", Font.BOLD,13));
        }
        public static void main(String[] args){
               new Login_Form();
        }
}
```

#### OUTPUT



#### b. GUI for Calculator



## **CODING**

```
import java.awt.*;
import javax.swing.*;
public class Calculator {
       JFrame f;
        Calculator (){
               f=new JFrame("Calculator");
               JPanel p1=new JPanel ();
    JPanel p2=new JPanel ();
    JPanel p3=new JPanel ();
               JTextField t1=new JTextField(20);
               JButton b1=new JButton("7");
               JButton b2=new JButton("8");
               JButton b3=new JButton("9");
               JButton b4=new JButton("/");
               JButton b5=new JButton("4");
               JButton b6=new JButton("5");
               JButton b7=new JButton("6");
               JButton b8=new JButton("*");
               JButton b9=new JButton("1");
```

```
JButton ba=new JButton("2");
               JButton bb=new JButton("3");
               JButton bc=new JButton("-");
               JButton bd=new JButton(".");
               JButton be=new JButton("0");
               JButton bf=new JButton("=");
               JButton bg=new JButton("+");
               JButton btndel=new JButton("Delete");
               btndel.setBounds(250,450,70,70);
               JButton btnclear=new JButton("Clear");
               btnclear.setBounds(350,450,70,70);
    p1.add(t1);
               p2.add(b1);p2.add(b2);p2.add(b3);p2.add(b4);p2.add(b5);p2.add(b6);
               p2.add(b7);p2.add(b8);p2.add(b9);p2.add(ba);p2.add(bb);p2.add(bc);
               p2.add(bd);p2.add(be);p2.add(bf);p2.add(bg);p2.add(btndel);p2.add(btnclear);
               p3.add(btndel);p3.add(btnclear);
    f.add(p1); f.add(p2); f.add(p3);
    f.setLayout(new FlowLayout(FlowLayout.CENTER));
               p2.setLayout(new GridLayout(4,4,20,20));
               f.setSize(300,300);
               f.setVisible(true);
       }
       public static void main(String[] args) {
               new Calculator();
       }
}
```

#### **OUTPUT**

