

// Addition of two no using swing and Inheritance, yms, Dated: 20/03/2019

```
import javax.swing.*;
import java.awt.*;
import java.awt.event.*;
class MySwing_Add2 extends JFrame
{
    JLabel l1,l2,l3,l4;
    JTextField t1,t2;
    JButton b;
    MySwing_Add2() { }
    MySwing_Add2(String str)
        {super(str);}
    public void set_Componet()
    {
        l1=new JLabel(" The sum of two numbers");
        l2=new JLabel("Enter 1st Number");
        l3=new JLabel("Enter 2nd Number");
        l4=new JLabel();
        t1=new JTextField();
        t2=new JTextField();
        b=new JButton("ADD");
        setLayout(null);
        l1.setBounds(50,50,200,30);
        l2.setBounds(50,80,100,30);
        t1.setBounds(150,80,100,30);
        l3.setBounds(50,110,100,30);
        t2.setBounds(150,110,100,30);

        b.setBounds (150,140,80,30);
        l4.setBounds(100,200,100,30);
    }
}
```

```

b.addActionListener( new MyHandler());
add(l1);      add(l2);      add(l3);      add(l4);
add(t1);      add(t2);
add(b);
}

```

class MyHandler implements ActionListener

```

{ //The ActionListener interface gets this ActionEvent when the event occurs

```

```

public void actionPerformed(ActionEvent ae)

```

```

{
    int a= Integer.parseInt(t1.getText());
    int b= Integer.parseInt(t2.getText());
    int c=a+b;
    l4.setText("Sum is :"+c);
}

```

```

}

```

```

public static void main(String arg[])

```

```

{ MySwing_Add2 ms=new MySwing_Add2("MY Swing2 for add");
  ms.set_Componet();
  ms.setVisible(true);
  ms.setSize(500,500);
  ms.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
  Color c= new Color(155,100,200);
  ms.getContentPane().setBackground(c);
}

```

```

}

```

## **// add and sub using Inheritance and Java Swing**

```
import javax.swing.*;
import java.awt.*;
import java.awt.event.*;
class MySwingAddSub extends JFrame
{
    JLabel l1,l2,l3;
    JTextField t1,t2,t3;
    JButton b1,b2;
    public void set_Componet()
    {
        l1=new JLabel(" Simple Calculator");
        l2=new JLabel("Enter 1st integer Number");
        l3=new JLabel("Enter 2nd integer Number");
        t1=new JTextField();
        t2=new JTextField();
        t3=new JTextField();
        b1=new JButton(" ADD");
        b2=new JButton(" SUB");
        setLayout(null);
        l1.setBounds(100,50,200,30);
        l2.setBounds(50,80,200,30);
        t1.setBounds(250,80,200,30);
        l3.setBounds(50,110,200,30);
        t2.setBounds(250,110,200,30);
        b1.setBounds (150,140,100,30);
        b2.setBounds (150,170,100,30);
        t3.setBounds(100,220,200,30);
        b1.addActionListener( new Handler_Airthm());
    }
}
```

```
b2.addActionListener( new Handler_Airthm());
```

```
add(l1);    add(l2);    add(l3);
```

```
add(t1);    add(t2); add(t3);
```

```
add(b1); add(b2);
```

```
}
```

class Handler\_Airthm implements ActionListener

```
{ public void actionPerformed(ActionEvent ae)
```

```
{    int a= Integer.parseInt(t1.getText());
```

```
    int b= Integer.parseInt(t2.getText());
```

```
    int temp;
```

```
    if(ae.getSource()==b1)
```

```
    {
```

```
        temp=a+b;
```

```
        t3.setText(temp+" is the sum of 2 Nos :");
```

```
    }
```

```
    if(ae.getSource()==b2)
```

```
    {
```

```
        temp=a-b;
```

```
        t3.setText(temp+" is the sub of 2 Nos :");
```

```
    }
```

```
}
```

```
}
```

```
public static void main(String arg[])
```

```
{ JFrame jf=new JFrame("To Add & SUB");
```

```
    MySwingAddSub ms=new MySwingAddSub();
```

```
    ms.set_Componet();
```

```

ms.setVisible(true);
ms.setSize(500,500);
ms.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
Color c= new Color(0,140,245);
ms.getContentPane().setBackground(c);
ms.getContentPane().setForeground(c);
}
}

```

### **// Reverse of Digits using Inheritance and Java Swing**

```

import javax.swing.*;
import java.awt.*;
import java.awt.event.*;
class MySwing_ROD extends JFrame
{
    JLabel l1,l2,l3,l4;
    JTextField t1,t2;
    JButton b;
    public void set_Componet()
    {
        l1=new JLabel(" REVERSE of digits");
        l2=new JLabel("Enter any integer Number");

        l3=new JLabel();
        t1=new JTextField();

        b=new JButton(" Find SUM of Digits");
        setLayout(null);
        l1.setBounds(50,50,200,30);
        l2.setBounds(50,80,100,30);

```

```

t1.setBounds(150,80,100,30);
b.setBounds (150,140,80,30);
l3.setBounds(100,200,200,30);
b.addActionListener( new Handler4());
add(l1);      add(l2);      add(l3);
add(t1);
add(b);
}

```

class Handler4 implements ActionListener

```

{  public void actionPerformed(ActionEvent ae)
    {  int rod=0,rem;
        int n= Integer.parseInt(t1.getText());
        while(n>0)
            {  rem=n%10;
                rod=rod*10+rem;
                n=n/10;
            }
        l3.setText("Reverse  of digits is :"+rod);
    }
}

```

public static void main(String arg[])

```

{  JFrame jf=new JFrame("To find sum of digits");
    MySwing_ROD ms=new MySwing_ROD();
    ms.set_Componet();
    ms.setVisible(true);
    ms.setSize(500,500);
    ms.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
    Color c= new Color(255,200,100);
}

```

```
ms.getContentPane().setBackground(c);  
}  
}
```

### **// Sum of Digits using Inheritance and Java Swing**

```
import javax.swing.*;  
import java.awt.*;  
import java.awt.event.*;  
class MySwing_SOD extends JFrame  
{  
    JLabel l1,l2,l3,l4;  
    JTextField t1,t2;  
    JButton b;  
    public void set_Componet()  
    {  
        l1=new JLabel(" The sum of digits");  
        l2=new JLabel("Enter any integer Number");  
  
        l3=new JLabel();  
        t1=new JTextField();  
  
        b=new JButton(" Find SUM of Digits");  
        setLayout(null);  
        l1.setBounds(50,50,200,30);  
        l2.setBounds(50,80,100,30);  
        t1.setBounds(150,80,100,30);  
        b.setBounds (150,140,80,30);  
        l3.setBounds(100,200,200,30);  
        b.addActionListener( new Handler3());  
        add(l1);      add(l2);      add(l3);
```

```
add(t1);  
add(b);  
}
```

class Handler3 implements ActionListener

```
{ public void actionPerformed(ActionEvent ae)  
    { int sod=0,rem;  
      int n= Integer.parseInt(t1.getText());  
      while(n>0)  
          { rem=n%10;  
            sod=sod+rem;  
            n=n/10;  
          }  
      l3.setText("Sum of digits is :"+sod);  
    }  
}
```

public static void main(String arg[])

```
{ JFrame jf=new JFrame("To find sum of digits");  
  MySwing_SOD ms=new MySwing_SOD();  
  ms.set_Componet();  
  ms.setVisible(true);  
  ms.setSize(500,500);  
  Color c= new Color(255,250,160);  
  ms.getContentPane().setBackground(c);  
  ms.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);  
}
```



**// using Inheritance method setting RGB color of buttons**

```
import javax.swing.*;
import java.awt.*;
import java.awt.event.*;
class MySwingRGB extends JFrame
{
    JButton b1,b2,b3;
    Container c;
    public void set_Componet()
    {
        c=this.getContentPane();
        c.setBackground(Color.YELLOW);
        b1=new JButton(" RED");
        b2=new JButton(" GREEN");
        b3=new JButton(" BLUE");
        setLayout(null);
        b1.setBounds(100,50,100,30);
        b2.setBounds(100,100,100,30);
        b3.setBounds (110,150,100,30);
        b1.addActionListener( new Handler_RGB());
        b2.addActionListener(new Handler_RGB());
        b3.addActionListener( new Handler_RGB());
        c.add(b1); c.add(b2); c.add(b3);
    }
}
class Handler_RGB implements ActionListener
{
    public void actionPerformed(ActionEvent ae)
    {
        if(ae.getSource()==b1)
        {
```

```

        c.setBackground(Color.RED);

    }
    if(ae.getSource()==b2)
    {
        c.setBackground(Color.GREEN);
    }
    if(ae.getSource()==b3)
    {
        c.setBackground(Color.BLUE);
    }
}

}

public static void main(String arg[])
{
    JFrame jf=new JFrame(" RGB color");
    MySwingRGB ms=new MySwingRGB();
    ms.set_Componet();
    ms.setVisible(true);
    ms.setSize(500,500);
    ms.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
}

}

//For Image Icon
import java.awt.*;
import javax.swing.*;
class MyImage_Icon
{

```

```

public static void main(String arg[])
{
    JFrame jf=new JFrame();
    JButton b=new JButton("ok");
    jf.add(b);
    jf.setVisible(true);
    jf.setSize(300,300);
    jf.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
    ImageIcon ic=new ImageIcon("D:/YMS/java_program/logo_0.png");
    jf.setIconImage(ic.getImage());

    Container c=jf.getContentPane();
    c.setBackground(Color.RED);
}
}

```

### **// Program for GridLayout**

```

import java.awt.*; import javax.swing.*;

public class MyGridLayout{ JFrame f;

MyGridLayout(){
f=new JFrame();

JButton b1=new JButton("1"); JButton b2=new JButton("2"); JButton b3=new
JButton("3"); JButton b4=new JButton("4"); JButton b5=new JButton("5");

JButton b6=new JButton("6"); JButton b7=new JButton("7");
JButton b8=new JButton("8"); JButton b9=new JButton("9");

f.add(b1);f.add(b2);f.add(b3);f.add(b4);f.add(b5);

```

```
f.add(b6);f.add(b7);f.add(b8);f.add(b9);
```

```
f.setLayout(new GridLayout(3,3));
```

```
//setting grid layout of 3 rows and 3 columns
```

```
f.setSize(500,500); f.setVisible(true);
```

```
f.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
```

```
}
```

```
public static void main(String[] args) { new MyGridLayout();
```

```
}
```

```
}
```

```
import javax.swing.*;
```

```
import java.awt.*;
```

### **// Program for designing Panel**

```
class MyJPanel
```

```
{
```

```
    public static void main(String arg[])
```

```
    {
```

```
        JFrame jf=new JFrame("MY JPanel");
```

```
        jf.setLayout(null);
```

```
        jf.setVisible(true);
```

```
        jf.setSize(500,500);
```

```
        jf.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
```

```

        Container c=jf.getContentPane();
        c.setLayout(null);
        c.setBackground(Color.BLUE);

        JPanel jp=new JPanel();
        jp.setLayout(null);
        jp.setBackground(Color.YELLOW);
        jp.setBounds(100,200,200,250);

        JButton b=new JButton("Submit");
        b.setBounds(50,100,100,30);
        b.setBackground(Color.RED);
        jp.add(b);
        c.add(jp);
    }
}

```

### **// To find Factorial using Swing and Inheritance**

```

import javax.swing.*;
import java.awt.event.*;
import java.awt.*;

class MySwing_Fact extends JFrame
{
    JLabel l1,l2,l3;
    JTextField t1,t2;
    JButton b;
    Container c;

    MySwing_Fact() { }

    MySwing_Fact(String str)
        { super(str);

```

```

    }

    public void set_Componet()
    {
        c=this.getContentPane();
        c.setBackground(Color.PINK);

        l1=new JLabel(" FACTORIAL of a number");
        l2=new JLabel("Enter any integer Number");
        l1.setForeground(Color.RED);
        l3=new JLabel();
        t1=new JTextField();

        b=new JButton(" Find Factorial");
        setLayout(null);
        l1.setBounds(50,50,200,30);
        l2.setBounds(50,80,100,30);
        t1.setBounds(150,80,100,30);
        b.setBounds (150,140,150,30);
        l3.setBounds(100,200,100,30);
        b.addActionListener( new Handler2());
        add(l1);      add(l2);      add(l3);
        add(t1);
        add(b);
    }

```

class Handler2 implements ActionListener

```

{
    public void actionPerformed(ActionEvent ae)
    {
        int f=1,i;
        int n= Integer.parseInt(t1.getText());
        for(i=1;i<=n;i++)

```

```

        f=f*i;

        l3.setText("Factorial :"+f);
    }
}

public static void main(String arg[])
{
    MySwing_Fact ms=new MySwing_Fact("Fatorial value");
    ms.set_Componet();
    ms.setVisible(true);
    ms.setSize(500,500);
    ms.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
}
}

// Program to design Box Layout
import javax.swing.*;
import java.awt.*;

class MyBoxLayout2 extends JFrame
{
    JButton b1,b2,b3,b4,b5;
    JPanel jp;

    MyBoxLayout2()
    {
        setTitle("YMS BoxLayout ");
        setVisible(true);
        setSize(500,500);
        setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
        jp=new JPanel();
        setContentPane(jp);
        jp.setLayout(new BoxLayout(jp,BoxLayout.X_AXIS));
    }
}

```

```
b1=new JButton("button1");  
b2=new JButton("button1");  
b3=new JButton("button1");  
b4=new JButton("button1");  
b5=new JButton("button1");  
add(b1);add(b2);add(b3);add(b4);add(b5);  
}  
public static void main(String arg[])  
{ new MyBoxLayout2();    } }
```