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Aim :- Write a program to demostrate the use of JLabel and ImageIcon, JTextfield and JPassword.

Desception of JLabel ? -
JLabel is a class of java swing. JLabel is used to display a short steing or an img icon. JLabel can display text, img or both JLabel is only a display of text or img and it cann't get focus.

Desception of JTextfield :- JTextfield is a light weight component that allows the editing of single line of text for information on and examples of using text fields, see How to Use Text Fields in the Java Tutorial.

Desception of is a lig JPassword field :-

JPasswoedField is a component that indicates something was typed, but doesn't show the original characters. You can find Further info & examples.

Q) description of ImageIcon :-

An implemetation of the Icon interface that paints Iconts from Images. Images that are created from a URL, filename or byte array are preloaded using MediaTeacker to monitor the loaded state of the img.

Java Code :-

JLabel : -

```java
impoet javax.swing JFeame;
impoet javax.Swing.JLabel;

public class JLabel {

 public class JLabel {

 public static void main(Steing[] aeys){

  JFeame f = new JFeame("Labe Example");
  JLabel l1,l2;
  l1 = new JLabel("It's a fiest label");
  l1.SetBounds(60,50,100,30);
  l2 = new JLabel("Second label");
  l2.setBounds(50,100,120,30);
  f.add(l1);                              f.setSize(300,300);
  f.add(l2);                              f.setLayout(null);
                                          f.setVisibily(true);
                                       }
                                    }
```

ImageIcon :-

```
{
import javax.swing.JFrame;
import javax.swing.ImageIcon;
import javax.swing.JLabel;


class ImageIconDemo{
    public static void main(String args[]){


    JFrame frame = new JFrame();
    ImageIcon icon = new ImageIcon("wal.jpg);
    JLabel label    = new JLabel(icon);
    frame.add(label);
    frame.pack();
    frame.setVisible(true);
```

TextField :-

```
import javax.swing.*;
class TextFieldExample {
public static void main(String args[]){
JFrame f =new JFrame("TextField Example");
JTextField t1,t2;
t1 =new JTextField("Welcome to Javatpoint.");
t1.setBound(50,100,200,30);
t2=new JTextField("ALIT Tutorial");
t2.setBounds(50,150,200,30);            f.setSize(400,400);
f.add(t1);                              f.setLayout(null);
f.add(t2);                              f.setVisibily(true);
```

password field :-

```java
import javax.swing.*;
public class PasswordExample {
    public static void main(String[] args) {

        JFrame f = new JFrame("Password Field Example");
        JPasswordField value = new JPasswordField();
        JLabel l1 = new JLabel("Password:");
        l1.setBounds(20, 100, 80, 30);
        value.setBounds(20, 100, 100);
        f.add(value);
        f.add(l1);
        f.setSize(300, 300);
        f.setLayout(null);
        f.setVisible(true);
    }
}
```

Compilation & Execution :—

In Java, programs are not compiled into executable files, they are compiled into bytecode, which the JVM then executes at runtime.

For all the java practicals execution I used eclipse as a editor.
In that, I made a folder name as JavaPractical inside that I created the package name as Practical-1, practical-2 and so on.
Then inside every packages I wrote the code in the class file and executed in by using run btn in the editor itself.
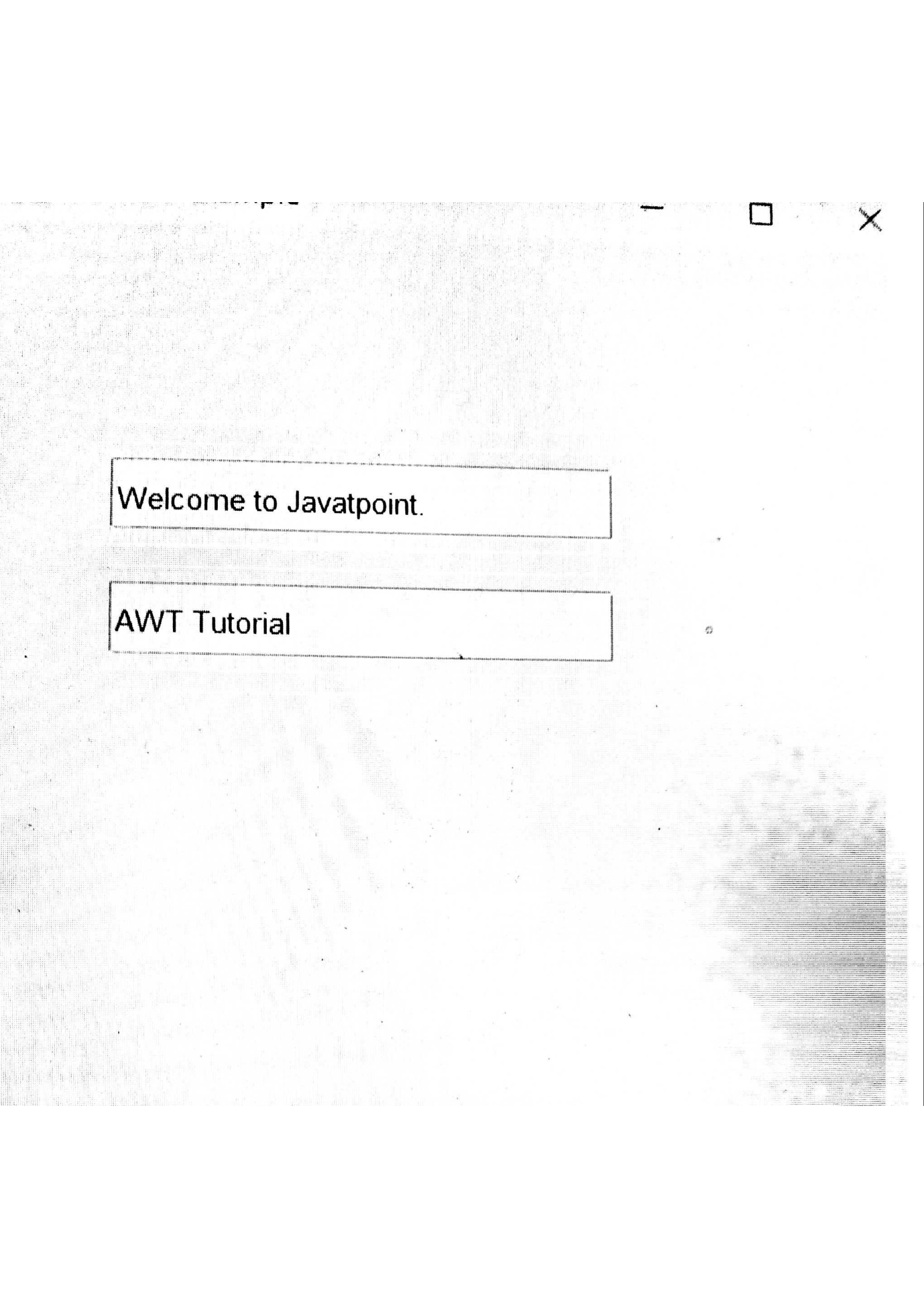
Label Example

It's a first Label.

It's a Second Label.

Java Swing Examples

Control in action: ImageIcon

Welcome to Javatpoint.

AWT Tutorial

Password Field Exa...

Password: ●●●●●●