

AWT Lab Practice Questions

1. Create a Simple Frame

Write a program to create an AWT Frame with a title "**My First AWT App**" and set its size to 400×300.

2. Button Click Event

- Create a frame with a `TextField` and a `Button`.
When the button is clicked, display "**Hello, <name>**" in the frame title (where <name> is typed in the `TextField`).

3. Calculator (Addition)

- Design a small AWT calculator that takes two numbers from two `TextFields` and displays their sum in a `Label` when a button is clicked.

4. Background Color Changer

- Create three buttons – **Red, Green, Blue**.
When clicked, change the background color of the frame to the respective color.

5. Login Form

- Design a simple login form using `Label`, `TextField`, and `Button`.
On button click, if username = "admin" and password = "1234", display "**Login Successful**", otherwise "**Invalid Login**" in a `Label`.

6. Checkbox Example (Hobbies)

- Create a form with three Checkbox options: **Music, Sports, Reading**.
When a button is clicked, display selected hobbies in a Label.

7. Radio Button (Gender Selection)

- Use CheckboxGroup to create **Male** and **Female** radio buttons.
Display the selected gender in a Label when a button is clicked.

8. Simple TextArea Notepad

- Create a frame with a TextArea and two buttons: **Clear** and **Exit**.
Clear should erase text, Exit should close the window.

9. Key Event Example

- Create a TextField that shows the number of characters typed in a Label using **KeyListener**.

10. Mouse Event Example

- Create a frame that displays the **X, Y position of the mouse** when it is clicked anywhere in the frame (using **MouseListener**).