

# 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**).