

Lab session-7

Prof.R Gururaj

AWT Choice

The object of Choice class is used to show a popup menu of choices. Choice selected by the user is shown on the top of a menu. It inherits Component class.

Example.

Practice problem-1 // Demonstrating choice

AWT Dialog:

The Dialog control represents a top-level window with a border and a title used to take some form of input from the user. It inherits the Window class. Unlike Frame, it doesn't have maximize and minimize buttons.

Practice problem-2 // code to demonstrate Dialog

Working with Graphics

//Practice problem-3 // code to demonstrate Graphics usage

BorderLayout Demo

// Practice problem-4 // example on BorderLayout

GridLayout demo

// Practice problem-5 // example on GridLayout

Sample Java Applet program

// java Applet to be run in appletviewer

Exercise

1. Write a program to design a Login Window as below using AWT Controls (Button, Label, TextField)

With functionality of taking UserID and PW and check if it is "bits" and "bitspilani" and print "SCCEESS" or "FAILED"



2. Write an AWT GUI application (called AWTCounter) as shown in the below Figure. Each time the "Count" button is clicked, the counter value shall increase by 1.

The program has three components:

- a java.awt.Label "Counter";
- a non-editable java.awt.TextField to display the counter value; and a java.awt.Button "Count".


