



INDIAN SCHOOL MUSCAT
SENIOR SECTION
INFORMATICS PRACTICES
CLASS XI (2018-19)
Topic : JAVA PROGRAMMING - Variables
Lab Work Sheet : 9

Q1. Create a Java application using NetBeans the following form

Write Java code to accept radius of the circle and display the area on clicking the AREA button and to stop the application on clicking EXIT button.

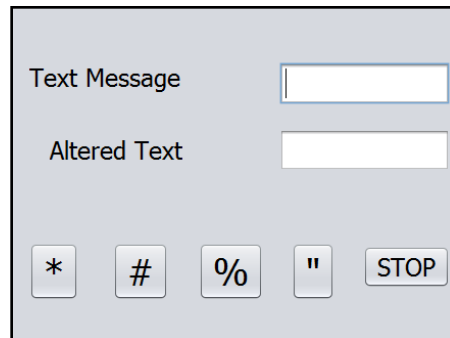
Q2. Create a Java application using NetBeans the following form

Write Java code to accept length and breadth of the rectangle and display the area of the rectangle on clicking the AREA button, perimeter of the rectangle on clicking PERIMETER button and to stop the application on clicking EXIT button. Also include code to clear the text fields on clicking RESET button. Display the result on jTextField3 and set jLabel3 as AREA if AREA button is clicked and PERIMETER if PERIMETER button is clicked.

Q3. Create a Java application using NetBeans the following form

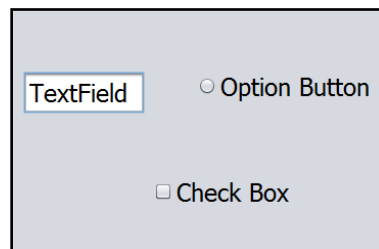
Write Java code to convert the temperature to Fahrenheit or Celsius according to the clicking of F to C or C to F button respectively and display in the respective text field. The application should terminate on clicking EXIT button. Clear the text fields on clicking RESET button.

Q4. Create a Java application using NetBeans the following form

A Java Swing window with a light gray background. It contains two text input fields. The first is labeled "Text Message" and the second is labeled "Altered Text". Below the input fields, there are five buttons arranged horizontally: an asterisk (*), a hash symbol (#), a percent sign (%), a double quote ("), and a button labeled "STOP".

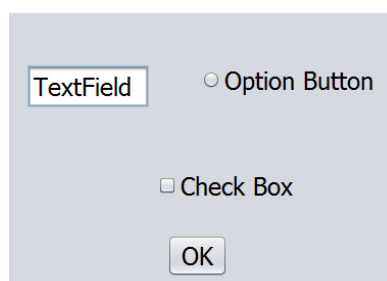
Write Java code to prefix and suffix the given text with the special character according to the button chosen. Also include code to terminate the application on clicking STOP button.
For Example, if given Text Message is **Welcome**, on clicking % button, the altered text should be **%Welcome%**

Q5. Create a Java application using NetBeans the following form

A Java Swing window with a light gray background. It contains a text field labeled "TextField". To the right of the text field is a radio button labeled "Option Button". Below the radio button is a checkbox labeled "Check Box".

Set the properties of the various controls in Properties window as given below
(i) uncheck the check box(ii) disable the option button(iii) enable option button(iv) make the text field uneditable(v) select the check box

Q6. Create a Java application using NetBeans the following form

A Java Swing window with a light gray background. It contains a text field labeled "TextField". To the right of the text field is a radio button labeled "Option Button". Below the radio button is a checkbox labeled "Check Box". At the bottom center of the window is a button labeled "OK".

Write Java code to perform the following tasks on clicking OK button
(i) uncheck/unselect the check box(ii) disable the option button
(iii) make the text field visible(iv) enable option button
(v) make the text field uneditable(vi) select the check box