

GUI Practice Problems

- 1) Write a program which uses an input dialog box to ask the user to enter a positive integer. Then display a message telling the user if their number is divisible by any of 2, 3, 5, or 7.
- 2) Write a program which asks the user to enter a word, using an input dialog box. Display the word backwards using a message dialog box.
- 3) Write a program which displays a JApplet with two buttons labelled "Arriving" and "Leaving", and a label. When the user clicks the button "Arriving", the label should change to read "Hello!", and when the user clicks the button "Leaving" the label should change to read "Goodbye!".
- 4) Write a program which displays a JApplet with one TextField, one Button labelled "Display", and one Label. When the user clicks the button, the label is changed to display whatever is written in the TextField.
- 5) Write a program which displays a JApplet with one TextField and one Button labelled "Change". If the user types "red" in the TextField and clicks the button, the background color should change to red. If the user types "blue" in the TextField and clicks the button, the background color should change to blue. If the user types anything else in the TextField and clicks the button, the background color should change to black.
- 6) Write a program which displays a JApplet with one TextField, one Button labelled "Even or odd?", and one Label. If the user enters an even number in the TextField and clicks the button, the Label text should change to read "Even!". If then user enters an odd number in the TextField and clicks the button, the Label text should change to read "Odd!". You may assume the user enters a number in the TextField.