

## Solutions to Laboratory Exercise 7

### PATTERNS AND FRAMEWORK

1. The class conducts a dialog via a dialog box. See the result on screen.

```
2. import javax.swing.*;
class compute1{
    public static void main (String [] sqark) {
        String num1, num2;

        num1=JOptionPane.showInputDialog("Please
            input the first number (0-10)");
        num2=JOptionPane.showInputDialog("Please
            input the second number (0-10)");

        JOptionPane.showMessageDialog(null, num1+" + "+num2+" = "+
            (Integer.parseInt(num1)+Integer.parseInt(num2)));
        System.exit(0); // Stops the program running
    } // end main
} // end compute1
```

3. The class displays a text window. See the result on screen.

```
4. import javax.swing.*;
class table {
    public static void main(String [] arg) {
        String sx;
        int i;

        sx = JOptionPane.showInputDialog("Please
            enter an integer (1-10):");
        i = Integer.parseInt(sx);

        JTextArea tab = new JTextArea(10,20);
        tab.append(i+" x "+i+" multiplication table \n");
        for (int k=1;k<=i;k++) {
            for (int j=1;j<=k;j++) {
                tab.append(j+" x "+k+" = "+j*k+"\t");
            } // end for k
            tab.append("\n");
        } // end for j

        JOptionPane.showMessageDialog(null,tab);
        System.exit(0);
    } // end main
} // end table
```

5. .

6. .

```
7. import javax.swing.*;

// class dialog1 { .... 5.
public class appletDialog1 extends JApplet {
    // public static void main (String [] sqark) { .... 6.
    public void init() {
        String name, says;

        name=JOptionPane.showInputDialog("What is your name?");
        says=JOptionPane.showInputDialog("Which course do you like?");

        JOptionPane.showMessageDialog(null, name+" likes "+says);
        // System.exit(0); // Stops the program running? .... 2.
    } // end main
} // end appletDialog1
```