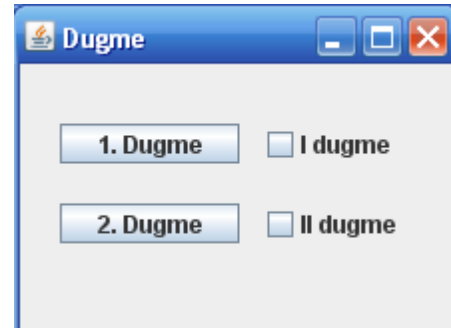


1. Program kreira formu koja na sebi ima dva check dugmeta, jednu labelu i dva komandna dugmeta (Slika 1). Prvo check dugme treba da omogući aktivnost prvog komandnog dugmeta, a drugo aktivnost drugog. Klikom na prvo dugme korisniku se otvara dijalog prozor koji od njega traži da unese neku riječ. Tu riječ program treba da ispiše na labeli dugmeta. Klikom na drugo dugme potrebno je na labeli ispisati tekst koji se nalazi na prvom dugmetu.



```
import java.awt.*;
import java.awt.event.*;
import javax.swing.*;

public class dugme {
    public static void main(String[] args){
        ButtonFrame frame = new ButtonFrame();
    }
}

class ButtonFrame extends JFrame {
    public ButtonFrame() {
        JButton D1 = new JButton("1. Dugme");
        JButton D2 = new JButton("2. Dugme");
        JLabel L1=new JLabel();
        JCheckBox C1=new JCheckBox("I dugme");
        JCheckBox C2=new JCheckBox("II dugme");
        Container sp=getContentPane();
        sp.setLayout(null);
        setTitle("Dugme");
        setSize(200,250);
        setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
        setVisible(true);
        this.add(D1);this.add(D2);
        this.add(C1);this.add(C2);this.add(L1);
        D1.setBounds(20,30,90,20);
        D2.setBounds(20,70,90,20);
        L1.setBounds(70,120,60,20);
        C1.setBounds(120,30,90,20);
        C2.setBounds(120,70,90,20);
        L1.setText("");
        PritisakDugmeta Ak1 = new PritisakDugmeta(D1,C1);
        PritisakDugmeta1 Ak2 = new PritisakDugmeta1(D2,D1,C2,L1);
        D1.addActionListener(Ak1);
        D2.addActionListener(Ak2);
    }
}

class PritisakDugmeta implements ActionListener{
    JButton D;
    JCheckBox C;
```

```

PritisakDugmeta(JButton A,JCheckBox B) {
D=A;
C=B;
}
public void actionPerformed(ActionEvent e) {
if(C.isSelected()==true) {
String b = JOptionPane.showInputDialog(null,"Unesite ime dugmeta", "Ime
dugmeta",JOptionPane.WARNING_MESSAGE );
D.setText(b);
}
}
}

class PritisakDugmeta1 implements ActionListener {
JButton D,D1;
JCheckBox C;
JLabel L;
PritisakDugmeta1(JButton A,JButton A1,JCheckBox B, JLabel B1) {
D=A;
C=B;
L=B1;
D1=A1;
}
public void actionPerformed(ActionEvent e) {
if(C.isSelected()==true) L.setText(D1.getText());
}
}

}

}

class Terminator extends WindowAdapter {
public void windowClosing(WindowEvent e) {
int i=JOptionPane.showConfirmDialog(null, "Zatvoriti ili ne zatvoriti???", "Exit",
JOptionPane.YES_NO_OPTION,JOptionPane.WARNING_MESSAGE);
if(i == JOptionPane.OK_OPTION)
System.exit(0);
}
}

class Panel1 extends JPanel {
public String s="";
public void paintComponent(Graphics g) {
super.paintComponent(g);
Font f=new Font("Arial",Font.BOLD,25);
g.setFont(f);
g.drawString(s,84,80);
}
}

class Aktivacija extends WindowAdapter {
Panel1 a;
Aktivacija(Panel1 a1) {
a=a1;
}
public void windowActivated(WindowEvent e){
a.s="Aktivan";
a.repaint();
}
}

```

```

    public void windowDeactivated(WindowEvent e) {
        a.s="Neaktivan";
        a.repaint();
    }
}

```

1. Napisati program koji realizuje jednostavni kalkulator. Program treba da kreira formu na kojoj se nalaze dva tekst polja u koja će se unositi brojevi. Pored toga, forma treba da posjeduje četiri radio dugmeta koja označavaju operaciju koja će se vršiti nad unešenim brojevima (+, -, *, /), jedno dugme i odgovarajući broj labela. Pritiskom na dugme u labelu treba da se ispiše rezultat aritmetičke operacije primjenjene nad unešenim brojevima.

```

package kalulator;
import java.awt.*;
import java.awt.event.*;
import javax.swing.*;

```

```

public class Kalkulator {
    public static void main(String[] args)
    {
        ButtonFrame frame = new ButtonFrame();
        frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
        frame.setVisible(true);
    }
}

```

```

class ButtonFrame extends JFrame {
    public ButtonFrame() {
        JButton D = new JButton("Izračunaj");
        JLabel L1=new JLabel(),L2=new JLabel(),L3=new JLabel();
        JTextField T1=new JTextField(10),T2=new JTextField(10);
        JRadioButton R1=new JRadioButton("+",true),R2=new JRadioButton("-"), R3=new JRadioButton("*"),
        R4=new JRadioButton("/");
        ButtonGroup Gr=new ButtonGroup();
        Gr.add(R1);Gr.add(R2);Gr.add(R3);Gr.add(R4);
        Container sp=getContentPane();
        sp.setLayout(null);
        setTitle("Drugi zadatak");
        setSize(200,250);
        this.add(L1);this.add(L2);this.add(L3);
        this.add(T1);this.add(T2);this.add(D);
        this.add(R1);this.add(R2);this.add(R3);this.add(R4);
        D.setBounds(40,30,90,20);
    }
}

```

```

L1.setBounds(10,90,60,20);
L1.setText("Prvi broj:");
L2.setBounds(10,120,60,20);
T1.setBounds(90,90,60,20);
T2.setBounds(90,120,60,20);
L2.setText("Drugi broj:");
L3.setText("Rezultat je:");
L3.setBounds(10,150,120,20);
R1.setBounds(140,10,40,20);
R2.setBounds(140,30,40,20);
R3.setBounds(140,50,40,20);
R4.setBounds(140,70,40,20);
PritisakDugmeta DAction = new PritisakDugmeta(L3,T1,T2,R1,R2,R3,R4);
D.addActionListener(DAction);
}
}

```

```

class PritisakDugmeta implements ActionListener

```

```

{
    JTextField T1,T2;
    JRadioButton R1,R2,R3,R4;
    JLabel L;

    PritisakDugmeta(JLabel l,JTextField a,JTextField b,JRadioButton c,JRadioButton d,JRadioButton e,
JRadioButton f)
    {
        L=l; T1=a; T2=b;
        R1=c; R2=d; R3=e; R4=f;
    }
    public void actionPerformed(ActionEvent e) {
        double a,b,c=0;
        String s;
        a=Double.parseDouble(T1.getText());
        b=Double.parseDouble(T2.getText());
        if (R1.isSelected()==true) c=a+b;
        if (R2.isSelected()==true) c=a-b;
        if (R3.isSelected()==true) c=a*b;
        if (R4.isSelected()==true) c=a/b;
        L.setText("Rezultat je: "+c);
    }
}

```