

Here is one possible solution. Remember that the `JOptionPane` returns a string value, and so it must be converted to an `int` using either `Integer.parseInt()`. If `upperBound` is less than `lowerBound`, we do not want to execute the loop since this is an invalid range. The loop is defined in the `else` clause (i.e., if the range is valid). We are using the remainder (`%`) operator to determine whether the number is even. Note that we used a `while` loop (not a `do-while`) because it is possible that the loop may not be executed at all (which happens if `lowerBound > upperBound`). As usual, because we use `JOptionPane`, we explicitly terminate the program using `System.exit(0)`.

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

```
public class EvensInRange {
    public static void main(String[] args) {
        String lowerBoundStr, upperBoundStr;
        lowerBoundStr = JOptionPane.showInputDialog("Enter lower bound");
        upperBoundStr = JOptionPane.showInputDialog("Enter upper bound");

        int lowerBound = Integer.parseInt(lowerBoundStr);
        int upperBound = Integer.parseInt(upperBoundStr);

        if (lowerBound >= upperBound) {
            System.out.println("Invalid Range");
        } else {
            while (lowerBound <= upperBound) {
                if (lowerBound % 2 == 0) {
                    System.out.println(lowerBound);
                }
                lowerBound++;
            }
        }
        System.exit(0);
    }
}
```