Mice and Text

Due Date:

This assignment is due Friday 2009-03-27.

Purpose:

To become familiar with the `javax.swing.*` architecture for handling mouse input and other event handlers.

Reading Assignment:

Read Chapter 18 of the textbook before attempting this assignment.

Mice, Text-Boxes and Circles

⇒ Do Questions P10.17, P10.18, and P10.19 on pages 494–495 of *Big Java* by Horstmann.

E-mail

- a `.jar` for each program (with source!), and

Use the usual convention for packaging the / code in the `.jar`-file.