

First GUI Application

Due Date:

This assignment is due Wednesday 2011-03-09.

Purpose:

To become familiar with the `javax.swing.*` architecture for creating simple GUI applications.

Reading Assignment:

Read Sections 2.11, 2.12, 2.13 and 3.9.

Problem

Code solutions to problems P2.14 *p.* 76 (writing your name in a GUI), P2.15 *p.* 76 (the standard color names in a GUI), and P3.21 *p.* 123 (Olympic rings).

Hand In Process

This section applies to Lab 4 and other Lab assignments that are graphical in nature. The idea is that the marker should be able to run your assignments and look at your code.

- Your program should be contained in a package `cpSC101.yourname.lab4` where *yourname* is your unbc userid, and *4* is the number of the lab assignment that you are handing in.

- The

```
public static void main(String [] arghS)
```

method should be found in a class called `Main`.

- You should create a `.jar` file that contains both your `.java` and your `.class` files.
- Your `.jar`-file should have a name that depends on both your own name and the assignment number, for instance, `iwama-lab4.jar`. Attach your `.jar`-file to an e-mail message that contains "CPSC 101" in the subject.