

Mice and Text (Revised 2011-03-11)

Due Date:

This assignment is due Wednesday 2011-03-16.

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 P9.32, P9.33, and P9.35 on page 416 of *Big Java* (4th edition) by Horstmann¹.

E-mail

- a `.jar` for each program (with source!), and use the usual convention for packaging the / code in the `.jar`-file.

¹these questions relate to mice and drawing