Mice and Text

Due Date:

This assignment is due Monday, April 2.

Purpose:

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

Mice and Text-Boxes

⇒ Do Questions P9.22, P9.32, and *one of* P9.33, P9.34, or P9.35 on pages 415–416 of *Big Java* by Horstmann.

⇒ Do Questions P18.4 from page 773 of *Big Java* by Horstmann. (Read Section 18.1 first.)

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

use the usual convention for packaging the JAVA code in the `.jar`-file.