First GUI Application

Due Date:

This assignment is due Friday 2012-03-15.

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), P2.18 *p. 77* (neutral face), and P3.18 *p. 122* (Coloured cars).

Hand In Process

This section applies to this laboratory assignment and other laboratory 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*`.lab5` where *yourname* is your unbc userid, and *5* 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.

- Send your e-mail to both Farhana Hoque and David Casperson. Their e-mail addresses can be found on the Blackboard (`learn.unbc.ca`) site.