

## Mice and Text

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### Due Date:

This assignment is due Friday, March 22.

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### Purpose:

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

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### 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.)  
E-mail to Farhana Hoque and copy David Casperson:
  - a `.jar` for each program (with source!), anduse the usual convention for packaging the JAVA code in the `.jar`-file.