

Mice and Text

Due Date:

This assignment is due Wednesday, March 09.

Purpose:

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

Mice and Text-Boxes

- ⇒ Do Questions P10.16, P10.26, and *one of* P10.15, P10.18, or P10.22 on pages 515–517 of *Big Java: Early Objects* (6th ed.) by Horstmann.
- ⇒ Do Questions P20.3 from page 920 of *Big Java: Early Objects* (6th ed.) by Horstmann. (Read Section 20.2 first.)