

First GUI Application

Due Date:

This assignment is due Friday 2016-03-03.

Purpose:

To become familiar with the `javax.swing.*` architecture for creating simple GUI applications.

Reading Assignment:

Read Sections 2.9, 2.10, and 3.8.

Problem

Code solutions to problems P2.10 p. 78 (the standard color names in a GUI), P2.12 p. 78 (draw a traffic light), P3.19, P3.20 p. 126 (graphical Hello), and P3.21 p. 126 (Olympic rings).

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.name.lab6-a` where *name* is your unbc userid, *6* is the number of the lab assignment that you are handing in, and *a* is the part of the lab.

- 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, `weeks-1ab4.jar`. Upload your `.jar`-file to `http://learn.unbc.ca` assignment 6.