

## Mice and Text

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### Due Date:

This assignment is due Monday, March 20. *This date has changed to accommodate projects.*

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