First GUI Application

Due Date:

This assignment is due Friday 2018-03-02.

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 E2.20 *p.* 74 (your name in red), P2.13 *p.* 77 (draw a "stoic" face), P2.14 *p.* 78 (draw a traffic light), E3.19, E3.20 *p.* 124 (house and houses), and E3.24 *p.* 126 (Olympic rings).

Hand In Process

This section applies to this laboratory assignment and other laboratory assignments that are graphical in nature. To help the marker:

- Your program should be contained in a package `cpsc101.name.lab5-a` where *name* is your unbc userid, *5* 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-lab5.jar`.