

First GUI Application

Due Date:

This assignment is due Friday 2019-03-01. One part of the assignment is not due until next week (Friday, 2019-03-08). There may be another lab assigned next week as well.

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.

Graphics Problems, due this week

- ⇒ Code solutions to problems E2.19 p. 74 (two coloured squares), E2.20 p. 74 (your name in red), P2.14 p. 78 (draw a traffic light), E3.19, E3.20 p. 124 (house and houses), and E3.23 p. 126 (Hello again).
-

OO Practice, due 2019-03-08

- ⇒ Code solutions to problems E8.6 p. 413 and E8.7 p. 413 (OO approaches to static methods). For Question E8.7, use immutable classes, non-static methods, and constructors that take r and h as appropriate.

Hand-in process for this week's lab is described more on the following page

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 [] args)` 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`.