

First GUI Application

Due Date:

This assignment is due Friday 2023-03-03 (students in Lab 3 may ask for an extension).

Purpose:

To become familiar with the `javax.swing.*` architecture for painting.

Reading Assignment:

Read Chapter 2.8, 2.9, *etc.*,

Recommended Coding Approach

Look at the `lab6q4.zip` file for a partial solution to one of the problems below. The approach used comes from earlier editions of Horstmann's text. Specifically it uses

- a `Main` class that runs everything. (can often be combined with the frame class)
- a `HouseFrame` class that subclasses `JFrame` to provide the outer frame in an application-specific way.
- a `HouseComponent` class that subclasses `JComponent`, and orchestrates the painting of houses.
- a `House` class that knows how to draw a House.

This approach is very general and flexible.


Problems

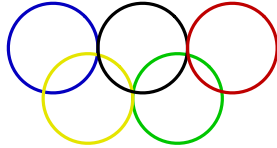
Code solutions to the following problems:

- Write a program to print your name in blue inside a black rectangle.
- Write a program to draw a face like



- Write a program to draw two solid overlapping squares, one green, one yellow.

- Write a program that draws a house, either as simple as , or as fancy as you wish.
- Repeat the previous exercise, but create a `House` class with a constructor that allows you to specify size and location, and then create a drawing with multiple houses.
- Write a program to draw the 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`.
- Your `.zip`-file should have a name that depends on both your own name and the assignment number, for instance, `weeks-lab6.zip`.