First GUI Application

Due Date:

This assignment is due Friday 2022-02-02.

Purpose:

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

Reading Assignment:

Read Chapters 2 and 3.

Recommended Coding Approach

Look at the lab5q5.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 applicationspecific way.
- a HouseComponent class that subclasses JComponent, and orchestrates the painting of houses.
- a House class that knows how to draw a House.

Thie approach is very general and flexible.

Problems

Code solutions to the following problems:

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



• Write a program to draw a traffic light (see the text for a guided solution)

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- Write a program to draw two solid overlapping squares, one pink, one purple.
- Write a program that draws a house, either as simple as ____, or as fancy as you wish.
- 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.lab2_a where *name* is your unbc userid, 2 is the number of the lab assignment that you are handing in, and a is the part of the lab, for instance, cpsc101.casper.lab2_c.
- 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. IDEs (Intellij, Net Beans, *etc.*) sometimes make this difficult. A .zip file will also do.
- Your .jar-file (or zip file) should have a name that depends on both your own name and the assignment number, for instance, casperson-david-lab2.jar.
- Each separate program should be in its own .jar (or .zip) file.