

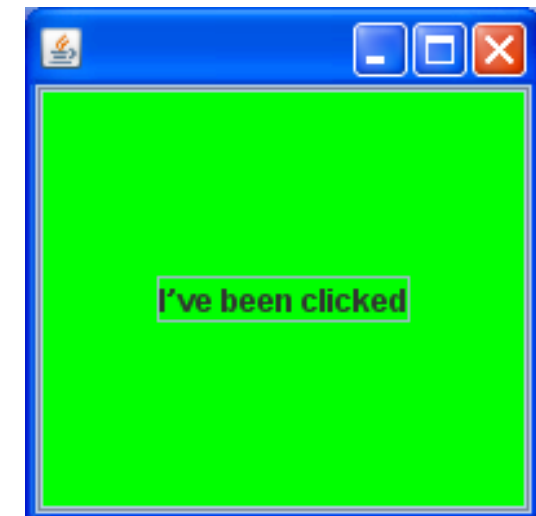
Homework (*slide 26*): Modify to change colour of button

```
import javax.swing.*; import java.awt.event.*; import java.awt.*;
public class AnotherSimpleGUI implements ActionListener {
    JButton myButton;
    public static void main(String[] args) {
        AnotherSimpleGUI myGui = new AnotherSimpleGUI();
        myGui.go();
    }
    public void go() {
        JFrame myFrame = new JFrame();
        myButton = new JButton("Click me");
        myButton.setBackground(Color.PINK);
        myButton.addActionListener(this);
        myFrame.getContentPane().add(myButton);
        myFrame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
        myFrame.setSize(200, 200);
        myFrame.setVisible(true);
    }
    public void actionPerformed(ActionEvent event) {
        myButton.setBackground(Color.GREEN);
        myButton.setText("I've been clicked");
    }
}
```

Output ...



↓ upon clicking
button ...



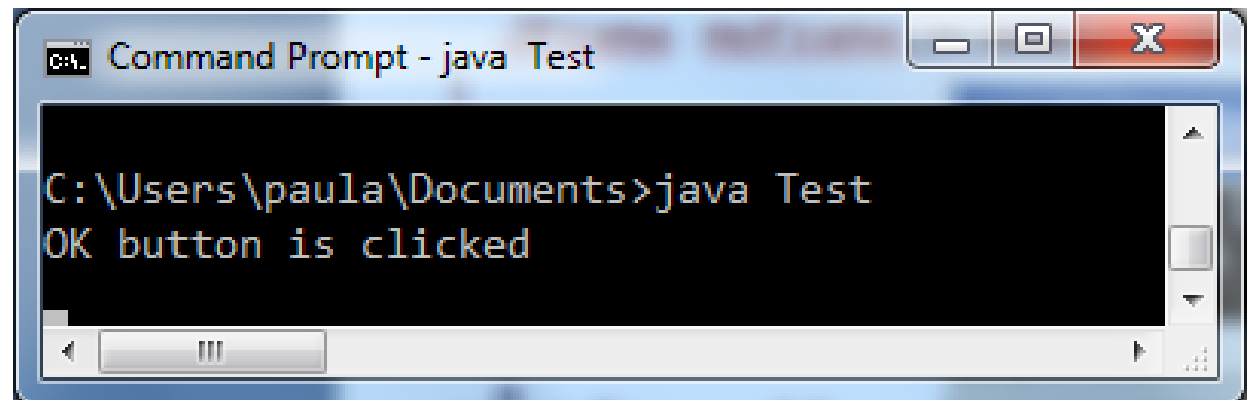
Solution: Exercise 2 (*slide 28*)

```
import javax.swing.*; import java.awt.event.*;
public class Test extends JFrame implements ActionListener {
    JButton jbtOK;
    public Test() {
        jbtOK = new JButton("OK");
        jbtOK.addActionListener(this);
        getContentPane().add(jbtOK);
        this.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
        setSize(100,100);
        setVisible(true);
    }
    public void actionPerformed(ActionEvent e) {
        if (e.getSource() == jbtOK)
            System.out.println("OK button is clicked");
    }
    public static void main(String[] args) {
        JFrame myFrame = new Test();
    }
}
```

Output ...



upon clicking
button ...



Solution (1/2): Homework (*slide 28*)

```
import javax.swing.*;
import java.awt.event.*;
public class YetAnotherSimpleGui implements MouseListener {
    private JButton myButton;
    public static void main(String[] args) {
        YetAnotherSimpleGui myGui = new YetAnotherSimpleGui();
        myGui.go();
    }
    public void go() {
        JFrame myFrame = new JFrame();
        myButton = new JButton("No action");
        myButton.addMouseListener(this);
        myFrame.getContentPane().add(myButton);
        myFrame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
        myFrame.setSize(200, 200);
        myFrame.setVisible(true);
    }
}
```

Step 1: implement interface

Step 2: register with button

Note: You don't have to fill out all 5 methods, but you need to declare them.

Solution (2/2): Homework (*slide 28*)

Code continues ...

Step 3: implement interface's methods

```
public void mousePressed(MouseEvent e) {  
    myButton.setText("pressing down");  
}  
public void mouseReleased(MouseEvent e) {  
    myButton.setText("releasing");  
}  
public void mouseClicked(MouseEvent e) { }  
public void mouseEntered(MouseEvent e) { }  
public void mouseExited(MouseEvent e) { }  
}
```

Output ...

