Lab 7a.

Select your choice of any one of Programming exercises 6.1 – 6.6 and implement using at least one component that generates action events and at least one component that generates item events.

Prompt chosen: "Write a GUI program to convert all lower case letters in a string to upper case letters,

and vice-versa. For example, Alb34eRt will be converted to aLB34ErT."

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| --- | --- | --- | --- |
| Input | Expected Results | Actual Results | Reason if Different |
| This is A STRing | tHIS IS a strING | tHIS IS a strING | None |
| Sec0nD T3sT | sEC0Nd t3St | sEC0Nd t3St | None |

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Aspect | Objectives substantially met  90 – 100% | Meets Minimal Requirements  80-89% | Needs Improvement  79 – 79% | Failure to Meet Requirements  0 - 69% |
| Incorporates required components  50% | Utilizes a minimum of 2 different component classes | Utilizes 2 or more controls of a single component classes | Utilizes 1 component classes | Fails to utilize component classes at all |
| Provides required event driven programming | Responds to both action and item events and differentiates source to tailor responses | Responds to both action and item events but does not differentiate source or responds to single type of event with differentiation of source | Responds to a single type of even but does not differentiate source | Does not respond to events |