6a. Graphical User Interface (20 points)

Create a graphical user interface for use by a small business to take orders from a customer. The interface must use 4 different components of the types: JLabel, JTextField, JButton, JCheckbox, JRadioButton or JTextArea. You may also include JMenu, JCombobox or JList, if they will fit your purpose better. The graphical user interface must be made interactive by implementing the ActionListener and ItemListener interfaces. The program specifications for Programming Exercises # 19 might give you some ideas.

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| 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 4 different component classes | Utilizes 3 different component classes | Utilizes 2 different component classes | Utilizes a single component class |
| 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 |