



# CST 183

## Programming Assignment 8

Fall 2019  
Instructor: T. Klingler

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### Objective

To build a complete working Java program that includes a variety of user interface components.

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### Overview & Instruction

Write a Java application that acts as a "front-end" GUI to set preferences for **ordering form at a pizza restaurant**.

Include the following components for user data entry:

- **Text field** to enter the name of the server. Include appropriate labels.
- **Radio button group** for choice for size (Small, Medium, Large, X-Large).
- **Drop-down list** for identifying a list of specialty pizzas to choose from. Include at least five types of pizza (i.e. "Supreme", "Meat Lovers", etc.)
- **Check boxes** for add-on ingredients to the standard specialties (i.e. extra cheese, extra sauce, etc.)
- **Text area** for entering any special instructions.
- **Slider bar** to allow the customer to select the "spiciness level" (1-20) of the dipping sauce that accompanies all orders.
- **Button** to "submit" or "send the information"

There is much room for creativity within these specifications, so feel free to embellish as you wish.

The context of this assignment is to build the "front-end" GUI for what is likely a far more complex application. To capture the information design a simple class that includes required constructors, `set/get` methods, and a `toString()` method (that returns all collected info as one `String` object), but nothing else. When the button is pressed, collect the input from the interface and "set" the data into one object of your class. To display a summary of the entire order, design the button click to present the output as a string within a dialog box. When the button is clicked, collect the info from the form, "set" it into the object of your class, and then produce the string via a call to the `toString()` method that can be displayed in a simple output dialog box.

Arrange the GUI components the best that you can by managing the order that they are added to the window as well as the window size itself. You may choose any layout management scheme you would like for this program.

Finally, be sure your interface/class is set up to handle an immediate user button click. Have default values or setting included to avoid any runtime exceptions from this action.

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## **Deliverables**

**Deliver** the following to the online course management system **dropbox** as your final product:

- **Upload** your **source code** (.java) file

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## **Notice**

This is an individual assignment. You must complete this assignment on your own. You may not discuss your work in detail with anyone except the instructor. You may not acquire, from any source (e.g., another student or an internet site), a partial or complete solution to a problem or project that has been assigned. You may not show another student your solution to an assignment. You may not have another person (current student, former student, tutor, friend, anyone) "walk you through" how to solve the assignment.

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