**Programming Project #2 CSC142 Spring, 2018**

You will want to refer to Chapter 2 in the textbook to complete this assignment.

Write a Java program that displays a frame window 300 pixels wide and 200 pixels high with the title “Program #2”. Place the frame so that its top left corner is at a position 50 pixels from the top of the screen and 100 pixels from the left side of the screen. To position a window at a specific location, use the setLocation method, as in:

frame.setLocation(50,50);

Through experimentation, determine how the 2 arguments in the setLocation() method affect the positioning of the window.

1. What is the setLocation(a,b) call that you used to accomplish the positioning of the frame above? (include the arguments)

* myWindow.setLocation(50, 50);

1. Try splitting the declaration between lines as below. What happens when you compile and run the code?

JFrame

frame;

* It runs and compiles without any warnings.

1. Try adding extra semicolons at the end of a statement. What happens?

* It runs and compiles without any warnings.

1. If you are importing javax.swing.\*, try importing just javax.swing.JFrame. What happens?

* The code still runs.

1. Now try commenting out your import statement and replacing JFrame with javax.swing.JFrame everywhere in your code. Does it still work?

* Yes.

1. Read through the first half of this tutorial and add a button to the JFrame. <http://www.java2s.com/Tutorials/Java/Java_Swing/0400__Java_Swing_JFrame.htm>