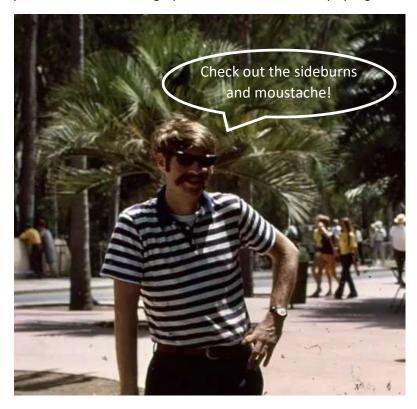CS112 – Spring 2024

Lab26

Instructor:  Paul Haskell

## INTRODUCTION

In this week's labs, you will work with Java graphics to build a "Lava Lamp" program.  Groovy!



A picture of my dad at his grooviest, in Golden Gate Park, 1969.

(Don't tell him I showed this)

## LavaLamp

Your **LavaLamp.java** program shall create a `JPanel` that contains a single `JButton`.  Your program also shall create a `Timer`.  Every 100 milliseconds, the handler for `Timer` events should be called.  For today, the handler for the Timer shall print an increasing sequence of integers, e.g.

**1**
**2**
**3**
**4**
**5**
. . .

When the `JButton` is pressed once, the `JPanel`'s background color should be switched to `Color.RED`, and the `Timer` should be started.  When the `JButton` is pressed again, the `JPanel`'s

background color should be switched to `Color.GREEN` and the `Timer` should be stopped. This alternating behavior should continue.

- Third button press goes to red and starts the timer
- Fourth button press goes to green and stops the timer
- etc

## Reminder

Put all your files in your **Lab26** directory and push to GitHub before the deadline.  This assignment must be turned in before <mark>the end of class today.</mark>

## Conclusion

### Grading Rubric

**LavaLamp.java** is worth 20 points.  5 points if it compiles, 15 points if it operates correctly (changing colors and stopping and restarting the number printouts).