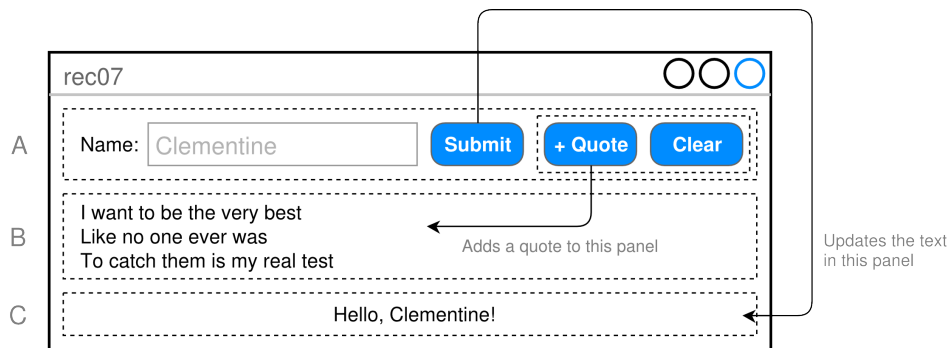


Introduction to GUIs and Java Swing

This recitation will introduce you to several design patterns common within GUI applications and teach you some basics of Java Swing. Specifically, you will learn how to use Swing action listeners, layout managers, and how to retrieve information from text input fields. Your task is to complete the very simple Swing application described below.

A Swing quote generator

You will complete a Swing application that can greet the user and generate quotes from a quote database. When you are done your application should look like:



This application contains three main panels which are named `namePanel` (A), `quotePanel` (B), and `statusPanel` (C). There are three buttons in the `namePanel`:

- The **Submit** button changes the text in `statusPanel` to “*Hello, [name]!*”, where `[name]` refers to the text entered in the text field.
- The **+Quote** button adds a new quote to the bottom of `quotePanel`.
- The **Clear** button removes all quotes from `quotePanel`.

We have provided a demonstration solution in the `recitation/07/` directory. You can run this program by double-clicking the `rec07-sols.jar` file or executing ‘`java -jar rec07-sols.jar`’ on a command-line.

Your task: complete the Swing quote generator

We have provided some starter code in the ‘`rec07`’ project. To run the program, execute ‘`ant run`’ in your terminal from the `recitation/07` directory. To complete the program you should:

1. Add the text label, text field, and the **Submit** button to `NamePanel`.

2. Add an `ActionListener` to the **Submit** button that changes the text in `statusPanel` when the button is clicked.
3. Change the layout of `quotePanel` to make each quote appear below the previous quote. (See hint #1.)

Additional hints

1. There are many different layout managers in Java Swing. To see a selection of them, check out [A Visual Guide to Layout Managers](#) on the Oracle website. In particular, you may want to look at `BoxLayout`.