NTOU Java Programming Exercise 6

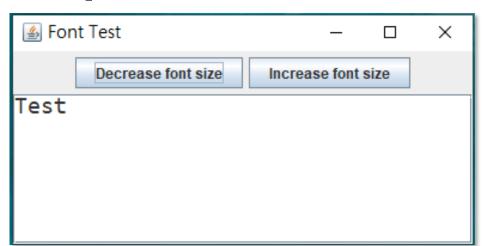




Spring 2024

Exercise-GUI₁

- Please create a simple GUI for zooming in and out of text:
 - Currently we have partial code for FontFrameV1.java/ FontFrameTestV1.java and FontFrameV2.java/ FontFrameTestV2.java
 - The expected user interface is as follows:

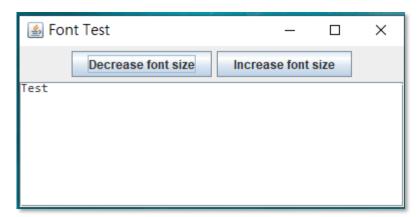


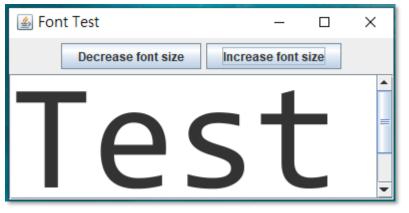
- Window Size: 400 x 200
- Default font: Consolas,20 points
- The text is shown in a JTextArea



Exercise-GUI₂

 When the user clicks [Decrease font size] or [Increase font size], the font will be reduced or enlarged, and 2 points will be subtracted or added.





- If it is smaller than 8, use JOptionPane to display "No, it cannot be smaller!" and let the size stay at 8.
- If it is larger than 160, use JOptionPane to display "No, it cannot be larger!", and let the size stay at 160.

Exercise-GUI₃

- There are currently two versions:
 - FontFrameV1.java and FontTestV1.java
 - Based on the concept of composition to integrate multiple GUI components.
 - FontFrameV2.java and FontTestV2.java
 - Based on the concept of inheritance to create a subclass of JFrame, and set the widget components in the subclass's constructor.
 - In the current code, the part of establishing buttons and event processing has been removed. Please implement these parts to realize the expected functionality.



Hint

- Please understand how to create components in GUI.
- Please understand how the delegation event model works.
- You need to determine which button the source of the event is to decide whether to enlarge or reduce the font size.
- If the font size is too large or too small, you will need to use *JOptionPane* to display an error message.
- To enlarge or shrink the text, you need to call setFont()
 of *|TextArea|*, whose parameter is a Font object.
 - https://kodejava.org/how-do-i-set-the-font-and-color-of-jtextarea/

Submission

- Note that both versions must be implemented.
- The naming should conform to the CamelCase style.
- "Package" is required: ntou.cs.java2024.
- Please submit .java files and .class files (upload them to TronClass).
- Code that fails to compile or execute is not accepted.

