Lab #8: GUI - Tip Calculator application

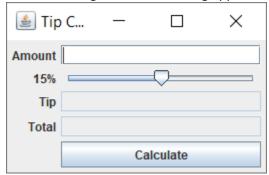
Purpose

Create a Swing version of the Tip Calculator application presented in Section 12.5 in the textbook (Java How to Program, 11/e).

Given the bill amount and tip percentage calculate the tip amount and total.

Requirements

Create a dialog with the following appearance:



TipCalculator class contains only the main with the following code:

TipCalculatorFrame class is a JFrame with a GridBagLayout that contains:

• The following instance variables:

```
JLabel amountLabel;
JLabel tipPercentageLabel;
JLabel tipLabel;
JLabel totalLabel;
JTextField amountTextField;
JSlider tipPercentageSlider; // slider that varies from 0 to 30
JTextField tipTextField;
JTextField totalTextField;
JButton calculateButton;
int tipPercentage = 15; // current tip percentage
static final DecimalFormat DF = new DecimalFormat("$0.00");
```

The following methods:

```
TipCalculatorFrame() // constructor
void setTipPercentage(int value) // ChangeListener for slider
```

void calculateResults() // ActionListener for button (see fig. 12.22 for exception handling)

Hint: To add calculateResults method to calculateButton, use the following code:

calculateButton.addActionListener(e -> calculateResults());

Submission Requirements

- 1. Create a new folder named CST8132_LastName_FirstName_Lab8.
- 2. Save all the Java files in the folder you created in Step 1.
 - TipCalculator.java
 - TipCalculatorFrame.java
- 3. ZIP the FOLDER created in Step 1 and name the resulting archive file CST8132_LastName_FirstName_Lab8.zip.
- 4. Upload the ZIP file to Brightspace as: CST8132_LastName_FirstName_Lab8.zip.