

Exercise 7:

Summary: Implement a graphical user interface (GUI) that allows online retailers to assemble parcels. Parcels can contain Blu-ray discs and Books.

Task 1: (5 points) Implement a GUI that looks like the one shown in figure 1. The button labeled Content is initially not enabled. All fonts are sans serif, plain and have the size 20.

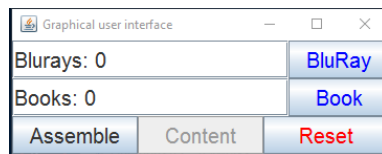


Figure 1: The GUI when you start the program.

The text *BluRay* and the text *Book* on the buttons is blue and the text *Reset* is red. Initially there are no Blu-rays and Books in the parcel.

Task 2: (5 points) Introduce two variables in your code that store the number of Blu-rays and Books in your parcel and initialize them with 0. If you press the Bluray button, the value of this variable should increase by 1. If you press the Book button, the value of its variable should increase by 1. Update the text fields as shown in Fig. 2 (left) when you pressed Book and BluRay once. It should also be possible to enter the number of Blu-rays or Books directly into the text field and store those values in the variables by pressing return.

When you press the Assemble button the parcel is assembled: the Assemble button is disabled and the text fields are no longer editable. The Content button is unlocked. Fig. 2 (right) shows the GUI after assemble has been pressed.

Pressing the Reset button should restore the GUI in the form shown in Fig. 2.

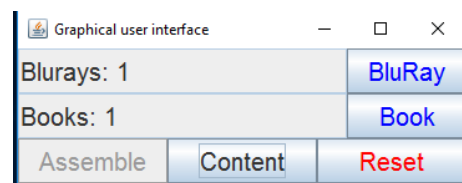
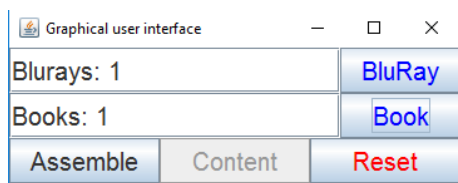


Figure 2:

Pressing the button Content should display the number of books and blu rays (Fig. 3) in the parcel. You can keep ‘books’ and ‘blu rays’ in plural even if the parcel contains 1 of each.

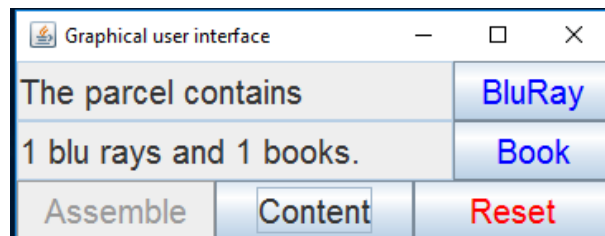


Figure 3: