

Exercise 2: Creating the Bank ATM GUI Part 1 (Advanced)

In this exercise, you create an automated teller machine (ATM) GUI for the Bank project. You use a complex layout to properly position several GUI components in a frame.



Note – This is an advanced exercise. It is optional and should only be attempted if you have already completed the previous exercise for this module.

Figure 10-2 shows the GUI design that you will attempt to achieve.

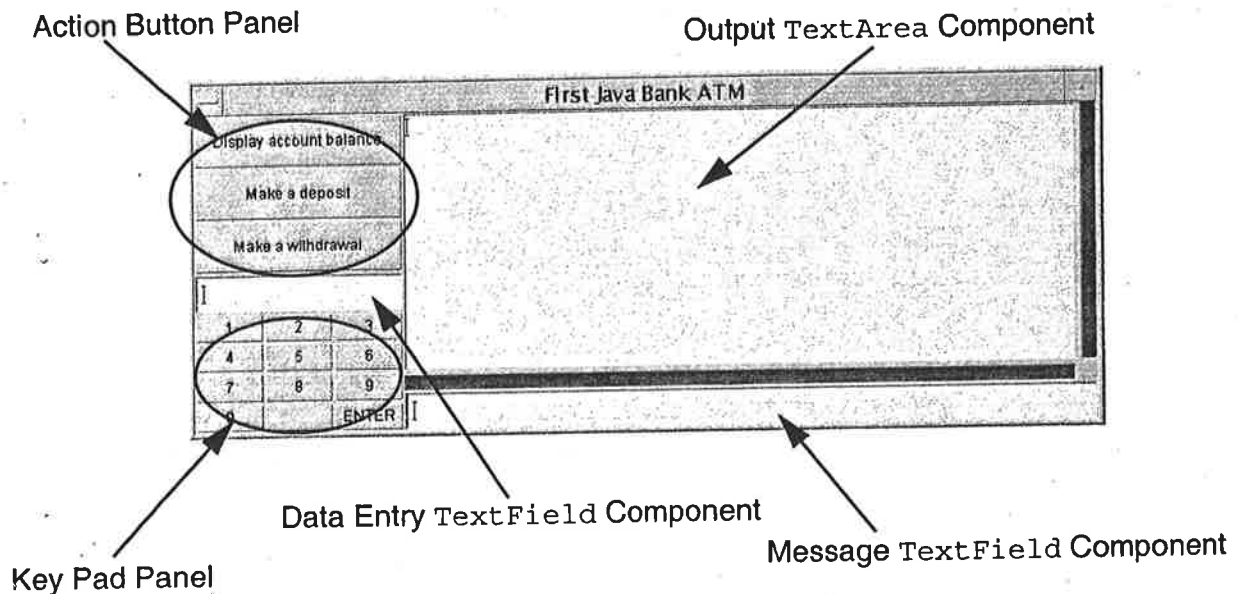


Figure 10-2 GUI Layout for the Bank Project

This exercise contains the following sections:

- Task 1 – Copying the ATMClient Class
- Task 2 – Modifying the ATMClient Class
- Task 3 – Compiling the ATMClient Class
- Task 4 – Running the ATMClient Program