## COMI 2510 Advanced Programming and Design Lesson 4: GUI Applications and Events *L a b*

1. Complete this on your own, then review the videos and code in the class website: Recall the Ship, CruiseShip, CargoShip, and NavalShip classes from the Lesson 3 lab.

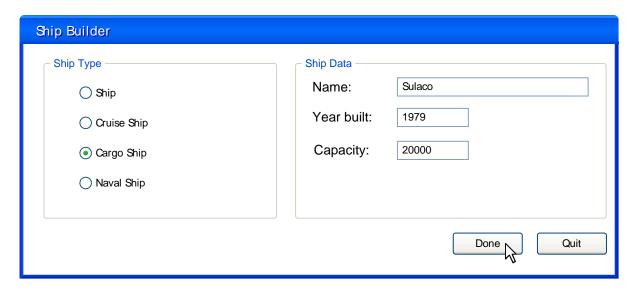
Add a graphical user interface as a front-end for the program that allows the user to select a ship type and enter the appropriate information for the ship.

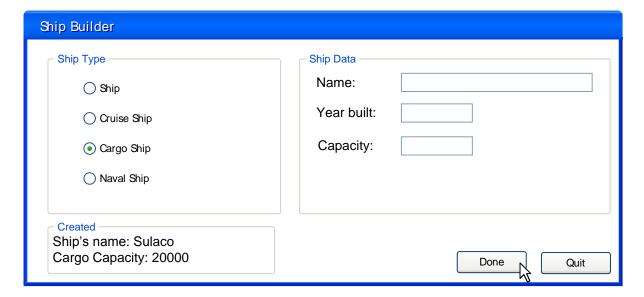
The interface should start looking something like this:

suib Bailder	
Ship Typea	
Ship	Name:
Oruise Ship	Year built:
Cargo Ship	
Naval Ship	
	Quit

If the user changes the Ship Type by clicking a radio button, the Ship Data section of the interface should change. For example, here is the Ship Data section for the Cruise Ship radio button:

When the user clicks the Done button, one of the two following actions should take place. For complete information, the user should see this (before/after):

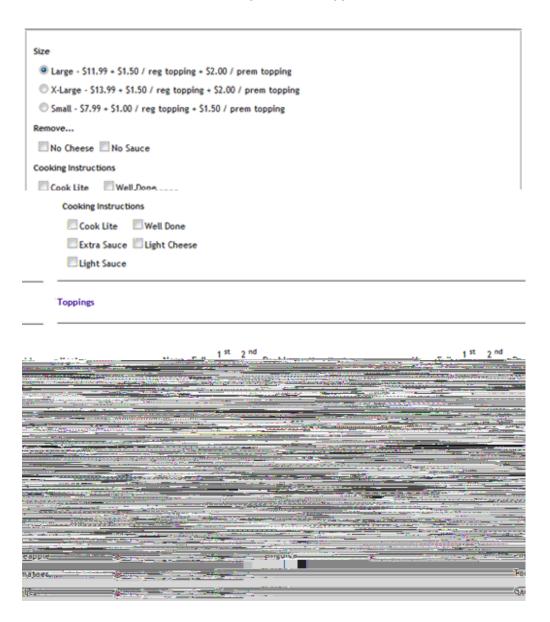




For incomplete information, the user should see an error box:



2. On your own, code an interface such as the following, based on an older version of the Papa Gino's online pizza ordering interface. Use the Brandi's Bagel House example as a model. (This is easiest if you follow the example in the text, in which all interface components are inner classes of one outer class, so that all interface components have access to each other.) Get as much done as you can – I recommend reducing the number of radio buttons, for sanity's sake. Get some controls and the Add to Order button working, and then go back and add more options and work on making the layout look the way you want. Focus on the listener and functionality before the appearance.



After the user has clicked the "Add to Order" button, display the order in a dialog box.