

GUI

Lecture 8

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- I. Write a program in which we create two text boxes, two labels and a button to the window. After pressing the button, the result of adding values from two text fields is to be displayed (as text on the button). The program should be protected against any exceptions that may be caused by the user.

Hints:

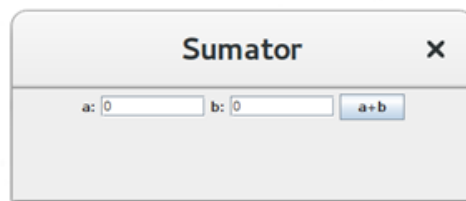
```
JTextField jTextFieldB = new JTextField("Initial value");

// Forcing 100x20 dimensions
// Prevents the cell from narrowing to the smallest possible size
jTextField.setPreferredSize(new Dimension(100, 20));

// Get the current value from the text box as a String value.
jTextField.getText();

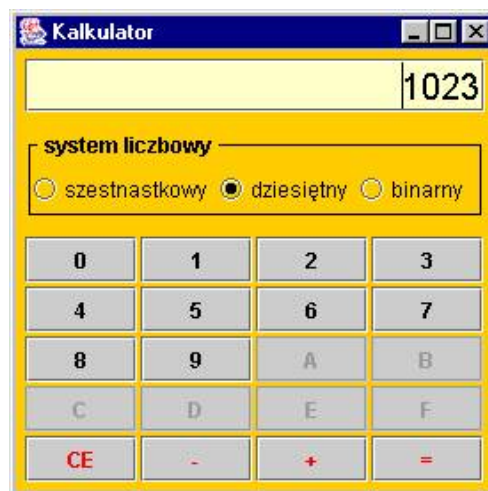
// Parsing (exchange) from a String to Integer
int i = Integer.parseInt("23");
```

Sample application appearance:



- II. Write a program implementing the operation of a simple calculator, which will be aimed at performing basic mathematical operations such as: *addition*, *subtraction*, *multiplication* and *division*. You can use the calculator mechanism based on a simple calculator made in previous exercises.
- III. Try to make the graphical interface of a simple calculator. The calculator is to allow counting in typical number systems for IT specialists (binary, decimal and hexadecimal).

Sample application appearance:



You can use the *JTextField*, *JButton*, *JRadioButton* components to complete the task.