

Bluegrass Community and Technical College
CIT 149: Java I
Graphical User Interfaces



This week you will learn how to use images in Java GUIs.

The LightBulb example at the end of the chapter is a very useful example to review.

Included with this assignment were 4 small JPG files. Notice the size of the files are quite small (less than 15 KB). You may use other images but the size of the files you use (for ease and speed of downloading from Blackboard when your assignment is grade) must be less than 15 KB each.



Create a program that uses images in a GUI to create an electronic family album. You are to have a minimum of 6 images (4 have been supplied if you so choose to use them).



Requirements:

- Create a Panel with 6 buttons (one for each family member)
- Use a common JLabel component to display an image
- Use a common JTextArea component (handout was provided in Week 13 on this component) to provide information about the selected family member.
- When a button is selected, the corresponding image for that family member should be displayed and a paragraph (minimum of 75 words) about that family member should be displayed in the JTextArea component.
- Create a final button that will close the application.
 - Look up System.exit(0); or this.dispose();

Zip all Java file and all images together for grading.