Exercises
Java Swing for cool GUIs, module 1

General advice for solving exercises:

Try NOT to use anything but <u>your IDE and your brain</u>. I encourage you NOT to use the slides, online resources, etc. unless you really need them. Get this under your nails. Otherwise, you won't be using Swing for your programs because it will be too much trouble looking things up all the time. Walk the extra mile and do the hard work now - that will serve you well after the course! And, if you're in doubt, of course you should use any available resource - just try to use your brain first 😉

Exercise 1-1: Hello, world

Create the basic Hello, world program we covered. Make sure to:

- Center the window on the screen.
- Set the title so it will show up in the title bar.
- Include closing behavior so the user can close the window by clicking on Close.

Exercise 1-2: Hello Label

Create a frame that has a text label on it that says "Hello, label".

Make sure you still adhere to the bullets in exercise 1-1.

Exercise 1-3: Hello, Label and TextField

Create a frame that has two components:

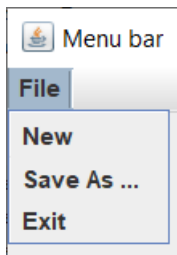- A label saying "Label"
- A TextField saying "Text field"

Make sure you still adhere to the bullets in exercise 1-1.

TIP: In order to show more than one JComponent, use a FlowLayoutManager.

Exercise 1-4: Menu bar

Create a frame that has a few labels and text fields on it.

Then, create a menu like this:

In the next module, you will learn how to make the menu items actually do something.