**ECCS 1621 – Programming 2  
Pre-Lab 2 – Create the GUI**

1. Start IntelliJ and create a new Java Application project called StringPractice.
2. Create the file for the graphical user interface (GUI) – see lab 1 if you do not remember how to do this.
3. Design the GUI so that it looks like the following:

Graphical user interface

Description automatically generated

1. Change both the text on the labels and buttons. You will also need to change the field name to something useful to use in your program. You can use my names or create your own. Make sure you make the field names descriptive. Notice in my names I always include the name of the GUI component (i.e., compareToButton, string1TextField).

Hints:

To get the placement in the “correct location” takes some effort. It will start making the “grid” as you drop and drag. You will need to practice. As you move the cursor, a blue line or box appear to help you figure out where the component will end up.

If it ends up in the wrong location, you can always use “undo” (same short cut as undo in Word/PowerPoint) to help you when you add something into the wrong location.