	INFORMATION TECHNOLOGY & COMMUNICATION DEPARTMENT	SESSION	SESI 2 : 2021/2022
		COURSE	DFP50043 :INTERGRATIVE PROGRAMMING AND TECHNOLOGIES
		ASSESSMENT METHOD	Lab Task 1

TOPIC	Chapter 1: GRAPHICAL USER INTERFACE (GUI) 1.2.4 Write a program with dialogs and panels 1.2.5 Write Java programs using the AWT component

CLO	PREPARED BY: *(Course Coordinator)*	CHECKED BY: *(Course Coordinator/ Head of Programme)*	APPROVED BY: (Head of Department/ Head of Programme)
CLO1: Construct the elements of GUI from java package that integrates database for an interactive GUI application.	**(AZIMAH BINTI GHAZALLI)**	**(AZIMAH BINTI GHAZALLI)**	**(YUSLINA BINTI SALLEH)**

NAME AND REGISTRATION NO. : _____

Instruction: Answer all question.

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Software: NetBeans and JDK latest version (or any Java editor)

Question:

Constructs program using AWT packages base on given features :

1. Builds frame as Figure 1 and display your biodata, such as name, student number and gender. Assembles proper components to add TexxField, TextArea, RadioButton/CheckBox. Add features to close the frame.
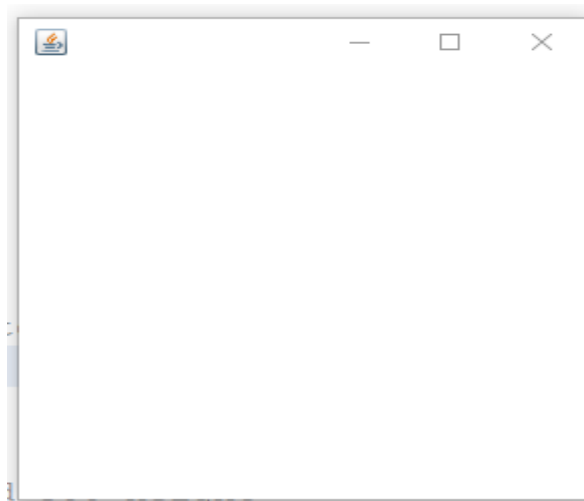

Figure 1 : Display Frame

2. Build a program with 2 panels. Put different colors to differentiate the panels.   Display the any information that relate and lead to the any dialogs as in Figure 2, once user press button.
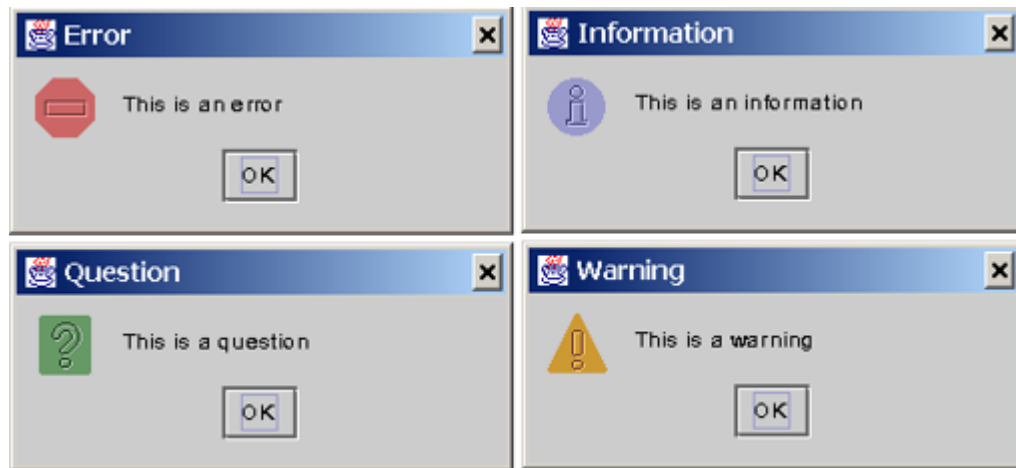

Figure 2 : Dialog Message

Report Format :

1. **Question**
2. **Source Code – Hand written**
3. **Print Output**
4. **Rubric.**

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POLITEKNIK MALAYSIA TUANKU SYED SIRAJUDDIN		COURSE	DFP50043 :INTERGRATIVE PROGRAMMING AND TECHNOLOGIES
		ASSESSMENT METHOD	Lab Task 1

TOPIC	**Chapter 1: GRAPHICAL USER INTERFACE (GUI)** 1.2.4 Write a program with dialogs and panels 1.2.5 Write Java programs using the AWT component

CLO	PREPARED BY: *(Course Lecturer)*	CHECKED BY: *(Course Coordinator/ Head of Programme)*	APPROVED BY: (Head of Department/ Head of Programme)
CLO1: Construct the elements of GUI from java package that integrates database for an interactive GUI application.	**(AZIMAH BINTI GHAZALLI)**	**(AZIMAH BINTI GHAZALLI)**	**(YUSLINA BINTI SALLEH)**

Rubric :

Question 1 :

FEATURES	0 Mark	1 Mark	2 Marks	3 Marks	SCORE
1. **Assemble Frame (CLO1 - P3)**	None of the following features: Instance of Frame Proper Frame Size Make the instance visible	Have one of the following features: Instance of Frame Proper Frame Size Make the instance visible	Have two of the following features: Instance of Frame Proper Frame Size Make the instance visible	Have three of the following features: Instance of Frame Proper Frame Size Make the instance visible	
2. **Assemble TextView (CLO1 – P3)**	None of the following features: Instances of TextView Proper first value added as Information Proper second value added as Information	Have one of the following features: Instances of TextView Proper first value added as Information Proper second value added as Information	Have two of the following features: Instances of TextView Proper first value added as Information Proper second value added as Information	Have three of the following features: Instances of TextView Proper first value added as Information Proper second value added as Information	

3.	**Assemble TextArea (CLO1 - P3)**	None of the following features: Instances of TextArea Proper first value added as Information Proper second value added as Information	Have one of the following features: Instances of TextArea Proper first value added as Information Proper second value added as Information	Have two of the following features: Instances of TextArea Proper first value added as Information Proper second value added as Information	Have three of the following features: Instances of TextArea Proper first value added as Information Proper second value added as Information	
4.	**Assemble RadioButton /CheckBox standard (CLO1 - P3)**	None of the following features: Instances of RadioButton/ CheckBox Proper value added as Information Make one instance as true value	Have one of the following features: Instances of RadioButton/ CheckBox Proper value added as Information Make one instance as true value	Have two of the following features: Instances of RadioButton/ CheckBox Proper value added as Information Make one instance as true value	Have three of the following features: Instances of RadioButton/ CheckBox Proper value added as Information Make one instance as true value	
5.	**Fixed all components in proper layout. (CLO1 – P4)**	None of the following features: i. coding standard with white space. ii. excellent naming variables and comments. iii. program are structured and easy to read	Have one of the following features: i. coding standard with white space. ii. excellent naming variables and comments. iii. program are structured and easy to read	Have two of the following features: i. coding standard with white space. ii. excellent naming variables and comments. iii. program are structured and easy to read	Have three of the following features: i. coding standard with white space. ii. excellent naming variables and comments. iii. program are structured and easy to read	
6.	**Display output (CLO1 – P4)**	Not an instance	Add at least one instance	Add at least two instances	Add at least three instances	
					TOTAL (CLO1) :	**/18**

Question 2 :

FEATURES	0 Mark	1 Mark	2 Marks	3 Marks	SCORE
1. **Assemble Frame and Panels** (CLO1 - P3)	None of the following features: Instance of Frame and Panels Proper Frame Size Make the instance visible	Have one of the following features: Instance of Frame and Panels Proper Frame Size Make the instance visible	Have two of the following features: Instance of Frame and Panels Proper Frame Size Make the instance visible	Have three of the following features: Instance of Frame and Panels Proper Frame Size Make the instance visible	
2. **Assemble TextView** (CLO1 – P3)	None of the following features: Instances of TextView Proper first value added as Information Proper second value added as Information	Have one of the following features: Instances of TextView Proper first value added as Information Proper second value added as Information	Have two of the following features: Instances of TextView Proper first value added as Information Proper second value added as Information	Have three of the following features: Instances of TextView Proper first value added as Information Proper second value added as Information	
3. **Assamble Button** (CLO1 - P3)	None of the following features: Instances of Button Proper label of Button Activate the Button	Have one of the following features: Instances of Button Proper label of Button Activate the Button	Have two of the following features: Instances of Button Proper label of Button Activate the Button	Have three of the following features: Instances of Button Proper label of Button Activate the Button	
4. **Assemble Dialog** (CLO1 - P3)	None of the following features: Instances of Dialog Proper message Active the Dialog	Have one of the following features: Instances of Dialog Proper message Active the Dialog	Have two of the following features: Instances of Dialog Proper message Active the Dialog	Have three of the following features: Instances of Dialog Proper message Active the Dialog	

		None of the following features: i. coding standard with white space. ii. excellent naming variables and comments. iii. program are structured and easy to read	Have one of the following features: i. coding standard with white space. ii. excellent naming variables and comments. iii. program are structured and easy to read	Have two of the following features: i. coding standard with white space. ii. excellent naming variables and comments. iii. program are structured and easy to read	Have three of the following features: i. coding standard with white space. ii. excellent naming variables and comments. iii. program are structured and easy to read	
5.	**Fixed all components in proper layout. (CLO1 – P4)**					6/6
6.	**Display output (CLO1 – P4)**	Not an instance	Add at least one instance	Add at least two instances	Add at least three instances	
				TOTAL (CLO1) :		**/18**