Slides for the Week

CS273 Laboratory 12

This week's lab focuses on documentation

You will write code from scratch to create a small interface that looks like this:


Fresh Green Beans
I love to eat fresh green beans!
Clear
Edit

using the JFrame class.

This lab is different from the others in 2 ways.

First, there is **no** starter code. You will be writing your program from **scratch**.

This lab is different from the others in 2 ways.

Second, instead of relying on the lab handout to provide step-by-step information on how to write the code....

javax.swing

Class JFrame

java.lang.Object
  └ java.awt.Component
      └ java.awt.Container
          └ java.awt.Window
              └ java.awt.Frame
                  └ **javax.swing.JFrame**

All Implemented Interfaces:

ImageObserver, MenuContainer, Serializable, Accessible, RootPaneContainer, WindowConstants

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```
public class JFrame
extends Frame
implements WindowConstants, Accessible, RootPaneContainer
```

An extended version of `java.awt.Frame` that adds support for the JFC/Swing component architecture. You can find task-ori
section How to Make Frames.

...you'll be figuring it out yourself using the same documentation that industrial-strength Java programmers use.

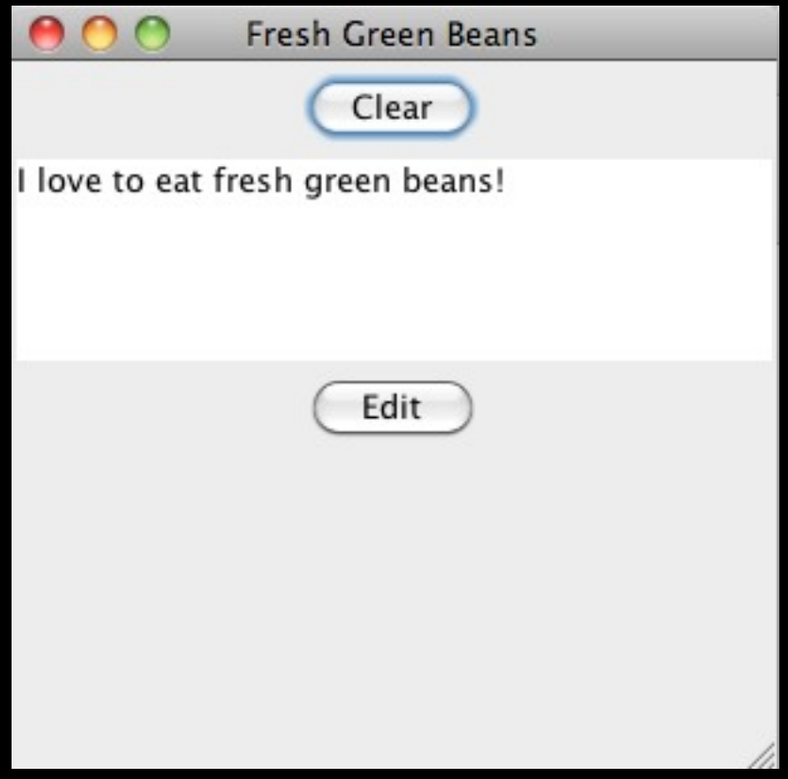
Available at:

http://docs.oracle.com/javase/6/docs/api/

One thing to keep in mind:

When you are running your code, you may need to resize your JFrame window so that the components on your interface get drawn.

Your mileage may vary.



Good Luck!

If you have any questions the TAs and I are happy to help.