EECS1720

Worksheet 5 – Java AWT/Swing GUI's

1)	Explain how a basic JavaAWT/Swing application is constructed (what are its main components)?
2)	What is a JFrame?
3)	Outline 2 different approaches to creating an application that employs JFrame(s). Are there any advantages to using one approach versus the other? Explain.
4)	What is a JPanel?
5)	What is a UI Control?
6)	In the context of Swing , How do you create a i. CheckBox ii. Radio Button Group iii. Image Icon iv. Image v. Scrollable Panel including several other components vi. Application with a Split Area (i.e. two areas left/right or top/bottom)

7)	 In the context of Swing, how do you create: An object that is used as a "spacer" – used to fill an empty space of a given size and position An application with all GUI controls laid out horizontally? An application with all GUI controls on a regular grid? A popup dialog window (message only)? A popup dialog window (that accepts text input)? A Shape (any type of geometry from java.awt.geom)?
8)	What is the purpose of a Layout Manager in Swing?
9)	Explain how one would achieve absolute positioning of GUI components in Swing?
10)	Outline how you would make a TextArea scrollable in Swing?
11)	Outline how you would make a set of GUI controls all work within a common, scrollable area within part of a JFrame?

12) How do we configure a JFrame to respond to: Window resizing?Window minimizing?Exiting on clicking the 'x' button in the top of the JFrame?
 13) How do you modify the state of the following UI Controls in Swing? i. A TextField object? ii. A TextArea object? iii. A JLabel object? iv. An Icon within a JButton object?
14) Explain how one would access a JPanel object to draw graphics and geometries directly inside it?
15) What are the benefits to extending a JComponent object (any component) versus just instantiating one and using it as a field or instance variable.