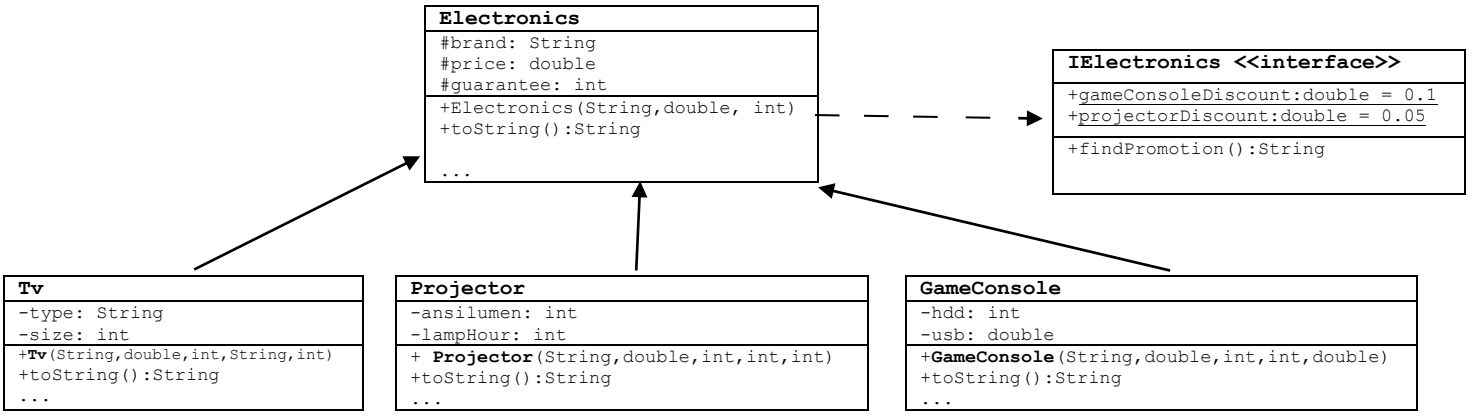
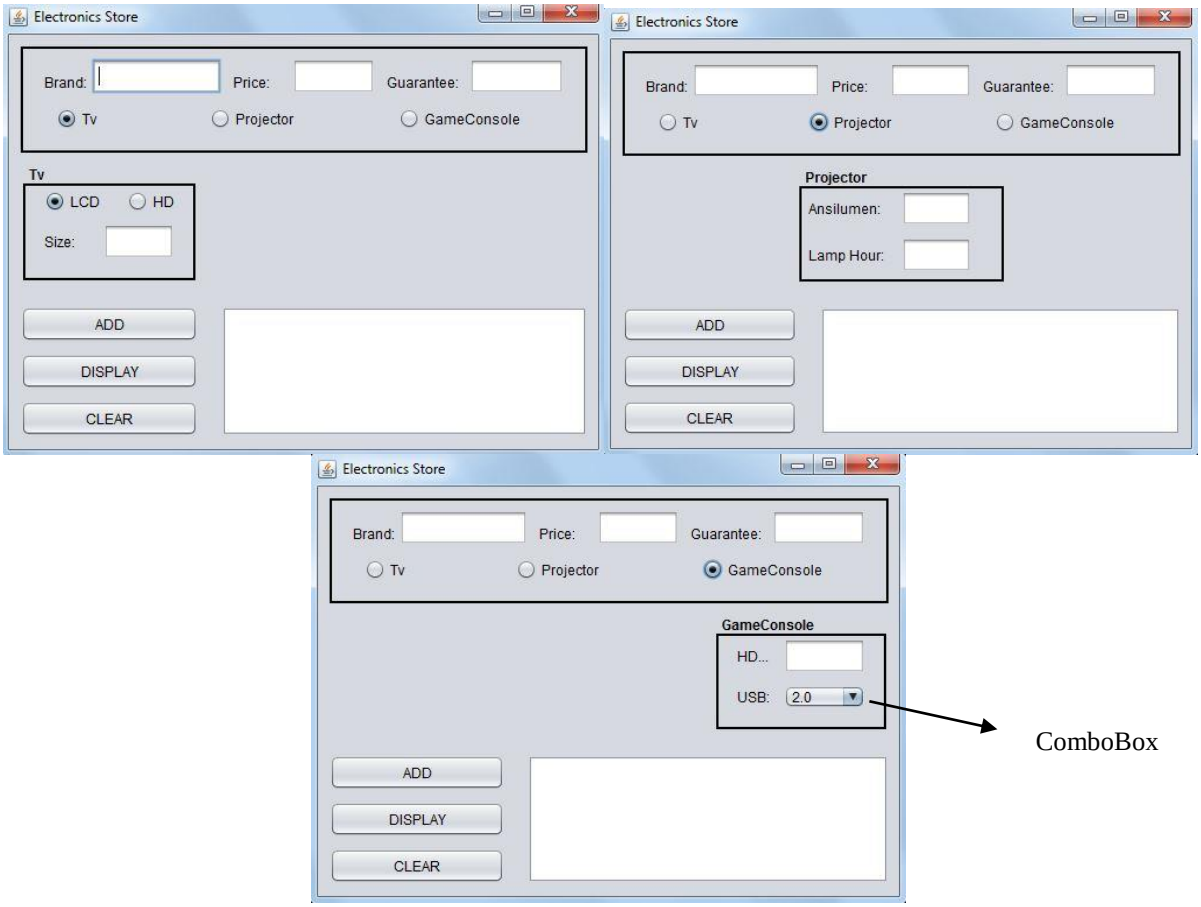
Department of Computer Engineering
CENG201 – Object Oriented Programming
FALL 2018 -2019
Lab Guide #9

OBJECTIVE: Abstract and Interface with GUI	
Instructor : Yusuf Evren AYKAÇ **Assistant** : Ömer MİNTEMUR, Yusuf Şevki GÜNAYDIN	**Week** : **11**

1. Download the Java application with the classes in order to get same GUI output with below screenshots.

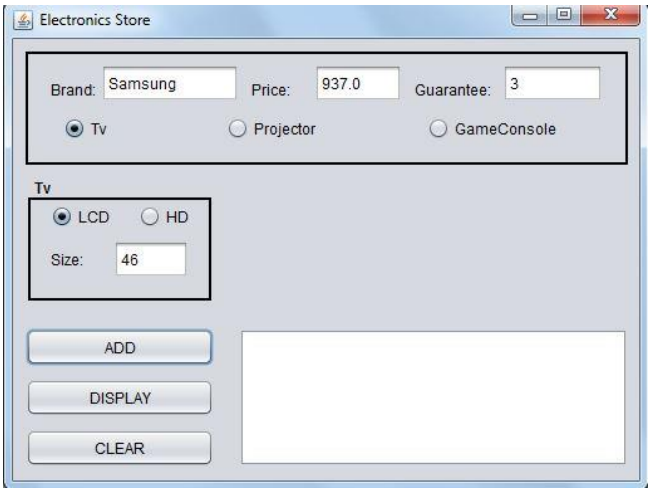


- Create a **JFrame** named **ElectronicsStore:**



- For adding items in your ComboBox: Properties->Model. Each item should be written in different lines.
- To get an item from ComboBox you can use jComboBox.getSelectedIndex(). (First index is 0)

- When user clicks on “ADD” button get the related information according to the selected radiobutton (Tv, Projector, GameConsole) and create an object from that class. Also add that object to the ArrayList.



- When user clicks on “CLEAR” button clear all textfields.
- When user clicks on “DISPLAY” button display the content of ArrayList to textarea.