Class project

There are five required files located on a GitHub page. Open Chrome and go to <https://github.com/MacSuth/CSC110>. Here you will find all required files.

**What we’re doing**

* First, download LoanGUIPanel.***txt*** – not LoanGUIPanel.java
* Copy-paste the code from the .txt into eclipse and finish the assignment
  + Instructions and syntax definitions found below
  + If you get stuck, you may check your work against the *.java* file on Github
* Now, download the remaining files
  + AllGUI.java
  + BankPanel.java
  + MainMenu.java
  + ResultPanel.java
* Load these java files into an eclipse package together and run AllGUI.java
  + If you encounter any errors ask Mackenzie for assistance, reference eclipse, or redownload the Github files
    - If nothing else, share a computer with someone who has it working
* Test and review your working program for further practice

**Instructions**

* With an unfinished LoanGUIPanel.java open, read over the code to get an understanding of what already exists
  + Reference syntax definitions below if needed
* The main point to review and understand is the **// Name of user** block, you will be creating 3 more like this
* Below **// Name of user**, you will see **// Address of user**. Here you must create a block of code like the one above it
  + The only real difference is variable names but remember to *understand* the syntax
* Now complete **// Income of user** and **// Rent of user**
* Finally, review the comments near the bottom beginning with **// Create new frame**. This is a simple JFrame-set and constructor call that passes variables given in the comments

**Syntax**

* JFrame
  + Creates a pop-up window you can put GUI elements inside of
* JPanel
  + Creates a “bucket” you can store GUI elements in like: JLabel, JTextField, etc.
* JLabel
  + Outputting text to the GUI frame
* JTextField
  + Box to put text in that the user can also use (Think search fields or username/password fields)
* setLayout
  + Sets the layout style for the object it references
* FlowLayout
  + Value to pass for setLayout. Offers the ability to center GUI elements
* showMessageDialogue
  + Used in Catch Blocks, this creates those annoying pop-ups separate from your open program that display errors
* getText
  + This collects any text entered into a JTextField