

CS 152 Programming Assignment #10: Push Buttons

Specification: Write a Java application that displays a `JFrame` containing a `JPanel`. The panel will contain three push buttons labeled: Count Up, Count Down, Clear. There will also be a `JLabel` that indicates the current count. See listing 4.10 in the text.

When the Count Up button is pushed, the count is incremented by one. When the Count Down button is pushed the count is decremented by one. When the Clear button is pushed the count is cleared to zero. The `JLabel` displays the current count. Allow the count to go negative if the Count Down button is pushed enough times.

Play with `PushCounter.java` from the text to get the idea of how things work. Then add two buttons to it and modify the Listener. Implement this project in BlueJ using two classes: `UpDownCounter` and `UpDownPanel`.

How to Do It: This is an easy modification of the book's program. But your Listener will need to detect which of the three buttons is pushed. Look at Section 5.7, `LeftRight.java` to see how to do this.

Start the program with a documentation header that says what it is, who did it, and when. Also, have some line-by-line documentation that says what is going on.

What to turn in: The Java source files for your application. You should have two files: `UpDownCounter.java` and `UpDownPanel.java` Don't turn in the entire BlueJ project.

The picture below shows only one button. You will need three.

