

# Java Programming

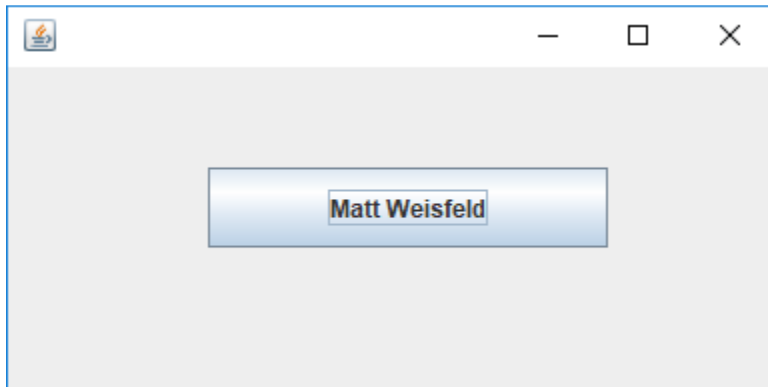
## Assignment 14

Create a project called Assignment14. Create a Java class, also called *Assignment14.java*.

I know that this is a pretty straightforward assignment but since we only have a week to do this assignment, we can't get too complicated with creating a GUI. There are actually full semester classes at many colleges that spend the entire term only on GUIs. For this assignment, I want to make sure that you understand how to create a simple GUI and then, as usual, go off and explore - and then enroll in one of those semester long GUI courses 😊.

### What to Do

I want you to create a basic window that has only one component - a button with your name on it. That's it. The window will look like this.



To accomplish this you need to comply with the following bullet items:

- 1) Create a JFrame
- 2) Create a JButton
- 3) Set the bounds of the button to (100, 50, 200, 40)
- 4) Add the button to the frame
- 5) Set the size of the frame to (400, 200)
- 6) Do not use a layout manager
- 7) Make the window visible

That's it 😊!

### What to Turn In

**All you need to turn in is the completed the file Assignment14.java.**

So please upload the file Assignment14.java to Blackboard. I don't need the entire project. I will simply add the file you submit to my project and test it.