Lab Button CSIS-1410

- In Eclipse create a new package called ImageButton
- Download the images Image1, Image2 and Image3 from Canvas and import them to the package ImageButton (right-click ImageButton, import . . .) Notice the different file extensions.
- Create two public classes: ImageButton and ImageButtonApp
- ImageButton derives from JFrame

- **In ImageButton do the following:▪**
  - Create two final fields:
    `imgButton` of type `JButton`
    `clickImage` of type `Icon`

  - In the constructor do the following:
    - Set the title to *Lab Button*

    - Create two local variables of type Icon: `image1` and `image2`.
      Initialize them with a new `ImageIcon` base on Image1 and Image2 - like this:
      `Icon image1 = new ImageIcon(getClass().getResource("Image1.png"));`
    - Initialize the field `clickImage` with a new `ImageIcon` that is based on Image3

    - Initialize the field `imgButton` with a new JButton that accepts image1 as the only argument
    - Call the method `setRolloverIcon` on `imgButton` and pass `image2` as roll-over icon
    - Add the imgButton to `this` (`ImageButton`, which is a JFrame)

- **In ImageButtonApp do the following:**
  - Crate an instance of `ImageButton`
  - Make sure that the ImageButton (which is a JFrame) terminates when the user clicks the x-Button to exit
    Hint: call `setDefaultCloseOperation`
  - Set the size to 660 x 660
  - Set visibility to true

- **Compile / Run ..** you should see an image that changes every time you roll over the mouse

- **Back in ImageButton do the following:**
  - Outside the constructor but still inside class `ImageButton` create a private class called *`ButtonClickEventHandler.`* It implements the interface `ActionListener`
    (soon we'll look at an alternative way using an anonymous inner class)
  - Eclipse can help with the import statement. It can also create a method stub for the method `actionPerformed`.
  - In `actionPerformed` replace the TODO comment with the following code:
    - Disable rollorver on `imgButton` - Hint: use the method `setRolloverEnabled` and pass *false*
    - Set the image to Image3 - Hint: use the method `setIcon` and pass the field `clickImage`
  - At the end of the constructor body do the following:
  - Create an instance of `ButtonClickEventHandler` and name it `buttonEventHandler`
  - Associate the `buttonEventHandler` with the `imgButton` by calling the method `addActionListener` and by passing `buttonEventHandler` as an argument.

Compile / Run .. when you click the button the image changes and mouse- rollover no longer works