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Question: Question 2 (5) (CO2) Remember how you raced with your frie...

Question 2 (5) [CO2]

Remember how you raced with your friends in your childhood? Someone shouted: 3...2...1...GO! And you started running! Now, create a simple GUI application that shows 3...2...1...GO!

The GUI will have only 2 components in a Frame: A **Label** and a **Button**. The label will **not show any text** in the beginning and the **frame's layout** will be set to **FlowLayout**. When you press the button the first time, the label will show "3...". The next time you press the button, the label will show "2...", then "1..." and lastly "GO!".

Some parts of the code are done for you, you will need to complete the rest (Consider appropriate classes are imported).

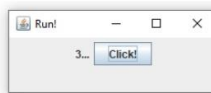
```
class Main {
    public static void main(String[] args) {
        JFrame fr = new JFrame("Run!");
        fr.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
        fr.setSize(250, 100);

        JLabel label = new JLabel();
        JButton button = new JButton("Click!");

        // Write your code here.

        fr.setVisible(true);
    }
}
```

The GUI after you clicked the button once:



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Expert Answer



Madhuri answered this
2,370 answers

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Code:

```
import java.awt.FlowLayout;
import java.awt.event.ActionEvent;
import java.awt.event.ActionListener;

import javax.swing.JButton;
import javax.swing.JFrame;
import javax.swing.JLabel;

public class RaceGUI {

    public static void main(String[] args) {
        JFrame fr = new JFrame("Run!");
        fr.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
        fr.setSize(250, 100);

        JLabel label = new JLabel();
        JButton button = new JButton("Click!");
        label.setText("");

        //Write your code here.
        //add the controls to the form
        fr.add(label);
        fr.add(button);
        //add an action listener for button
        button.addActionListener(new ActionListener() {

            @Override
            public void actionPerformed(ActionEvent e) {
                //when the button is clicked for the first time display 3..
                if(label.getText().equals("")) {
                    label.setText("3.");
                    return;
                }
                //when the button is clicked for the second time display 2..
            }
        });
    }
}
```

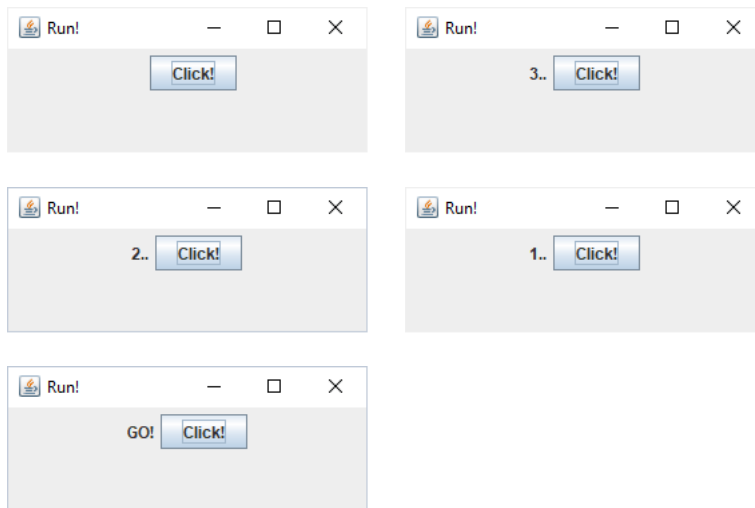
```

    }
    //when the button is clicked for the third time display 1..
    if(label.getText().equals("2..")) {
        label.setText("1..");
        return;
    }
    //when the button is clicked for the last time display GO!
    if(label.getText().equals("1..")) {
        label.setText("GO!");
        return;
    }
}
});

fr.setLayout(new FlowLayout());
fr.setVisible(true);
}

}

```

Output:**Code Screenshots:**

```

1 import java.awt.FlowLayout;
2 import java.awt.event.ActionEvent;
3 import java.awt.event.ActionListener;
4
5 import javax.swing.JButton;
6 import javax.swing.JFrame;
7 import javax.swing.JLabel;
8
9 public class RaceGUI {
10
11     public static void main(String[] args) {
12         JFrame fr = new JFrame("Run!");
13         fr.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
14         fr.setSize(250, 100);
15
16         JLabel label = new JLabel();
17         JButton button = new JButton("Click!");
18         label.setText("");
19
20         //Write your code here.
21         //add the controls to the form
22         fr.add(label);
23         fr.add(button);
24         //add an action listener for button
25         button.addActionListener(new ActionListener() {
26
27             @Override
28             public void actionPerformed(ActionEvent e) {
29                 //when the button is clicked for the first time display 3..
30                 if(label.getText().equals("")) {
31                     label.setText("3..");
32                     return;
33                 }
34                 //when the button is clicked for the second time display 2..
35                 if(label.getText().equals("3..")) {
36                     label.setText("2..");
37                     return;
38                 }
39                 //when the button is clicked for the third time display 1..
40                 if(label.getText().equals("2..")) {
41                     label.setText("1..");
42                     return;
43                 }
44                 //when the button is clicked for the last time display GO!
45                 if(label.getText().equals("1..")) {
46                     label.setText("GO!");
47                     return;
48                 }
49             }
50         });
51
52         fr.setLayout(new FlowLayout());
53         fr.setVisible(true);
54     }
55 }
56

```

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