# Tutorial 6

Submission Requirements: All the three tasks are required for submission. Once you complete the tutorial, please zip the source code and submit it to the Canvas.

Task 6.1 Simple GUI Development

In this task, you will develop a simple program with a graphical interface. The GUI has three main parts:

1. A text field which allows users to input text
2. An "Update" button
3. A display area with an image background (i.e., **T06_bg.jpg**, which can be found under the resources folder of the project)
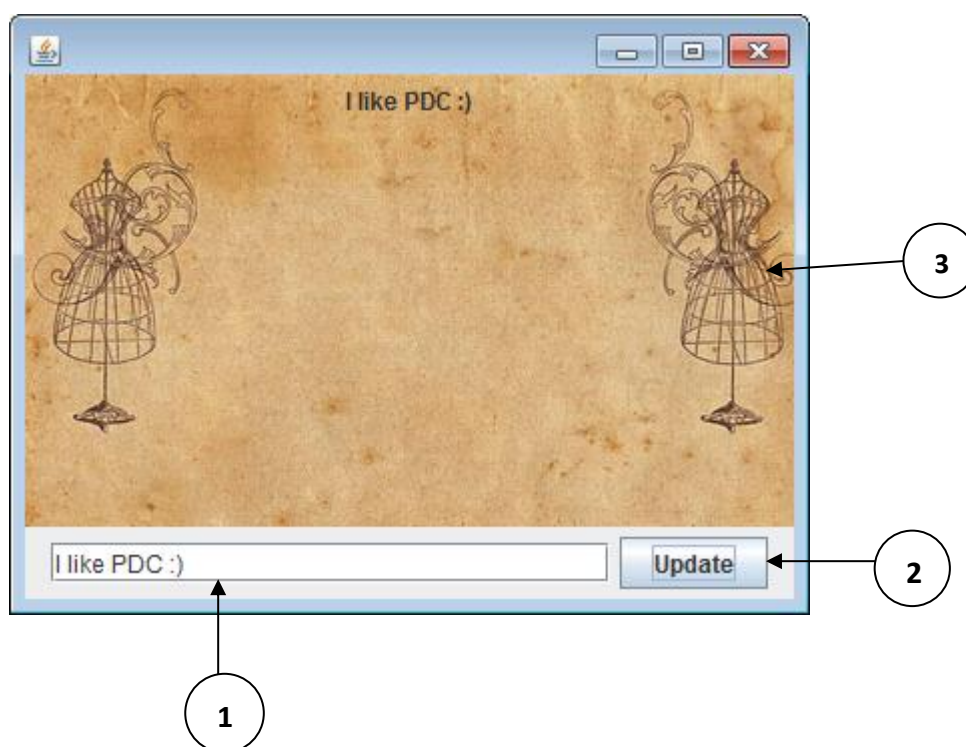
- Basically, the user can input some text in ①. Then, if the user clicks the button ②, the input text will be updated on to ③.
- You can find **T06_bg.jpg** from the **resources** folder of the project
- Expand **T06_01 package**, walk through the **BGPanel** class, which is a subclass of JPanel. This class will be used in your program to display the image.
- Develop the program by writing codes in **SimpleGUI.java**.

Task 6.2 Handling Multiple Events

Copy your program to **Task06_2** package. Improve your program by adding two combo boxes in the frame. Through the combo boxes, the user should be able to select their preferred fonts and font sizes. The displayed text will then be updated accordingly (see the figure below).
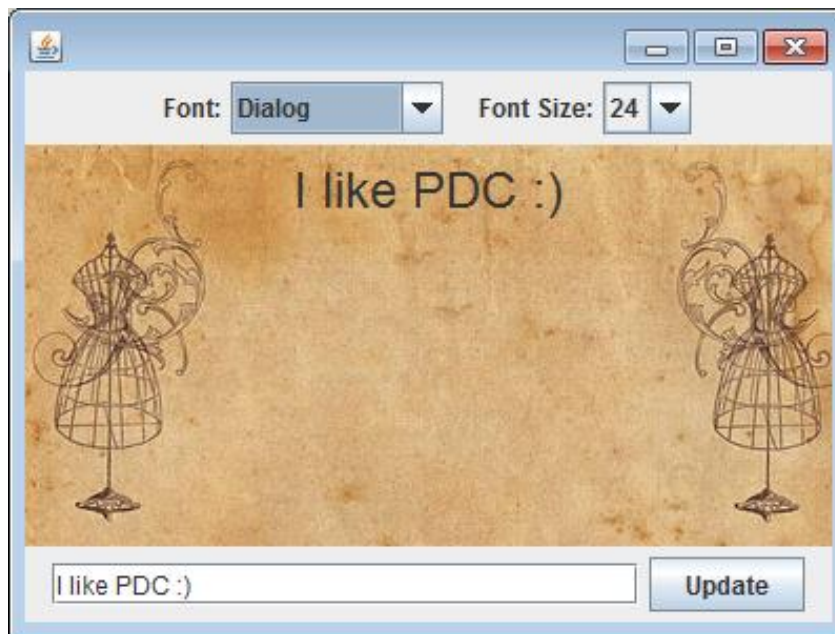
Task 6.3 Use JFrameForm to Build GUI

Please create a JFrameform under **T06_3**.

Use the drag-and-drop feature to develop the program again.

Hint: *If you create a custom container, e.g., class BGPanel extends JPanel, you can drag and drop this class (BGPanel) to the JFrameform.*