JFrameTest3 is the JFrame in which all the active components of all 3 classes are located. An Instance of the extended JPanel class TextTest is made within the constructor of JFrameTest3 so that the methods that define the specific JTextField input and outputs can run simultaneously with other components. JFrameTest3 also contains an instance of object JMenuBar called myMenus, where other components are attached. On the JMenuBar, JMenus are instantiated (“File” and “Help” menu) with JMenu Items that are added onto them (on the File menu: “Quit”, on the Help menu; “Help” and “About”). All of these are called components which all can implement ActionListeners to execute a method on an ActionEvent. In this case, quitItem closes the Window, aboutItem and helpItem open JDialogs with JLabels (JLabels being other objects of class JLabel, who are also components) with corresponding text with a JButton (JButton invokes ActionListeners as well, and in this case, they just close the JDialog) to dispose of the JDialog (JDialog being more like a JFrame than the other components as it extends Window like JFrame).

The TextTest consists of a JLabel that prompts the user to: “Enter a value” with a JTextField beside it that takes a user input. When an integer is inputted into the text field and the “Calculate” JButton below is pressed, the input is parsed, error trapped, and the square of the integer is outputted in another text field below. If input is invalid, an error message would be outputted to the bottom JTextField indicating so. To run JFrameTest3 a driver class is needed to create an object of JFrameTest3 to execute. JFrameTestApp is the driver class as it creates an instance of the class and runs the object.