

Lab 12: GUI

Objectives:

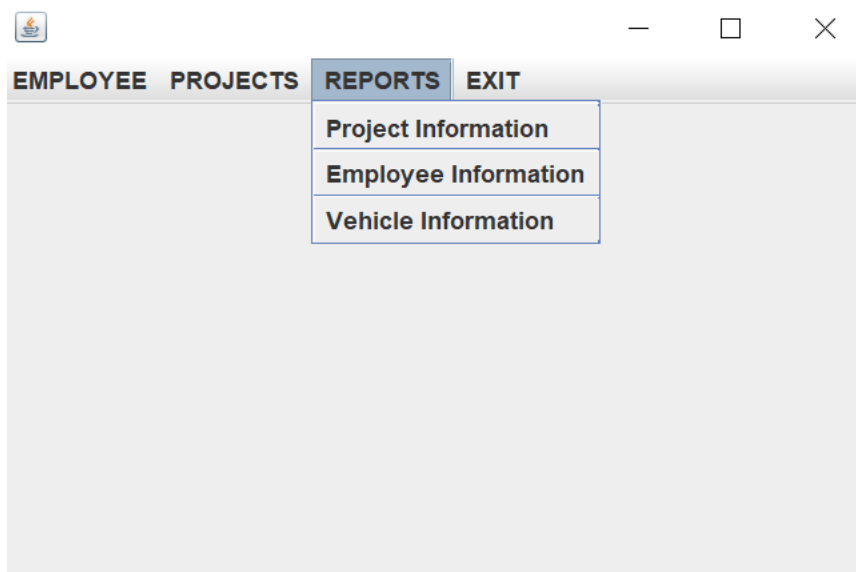
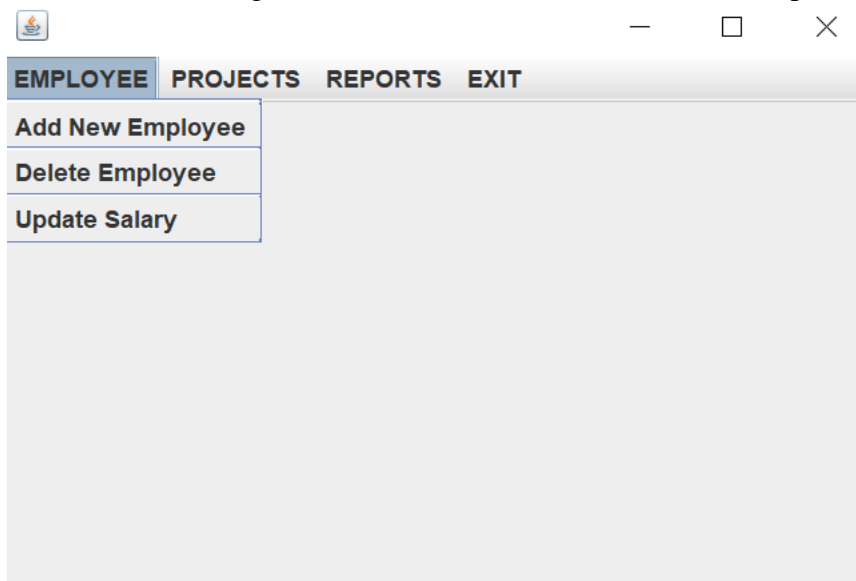
At the end of this lab, you should be able to:

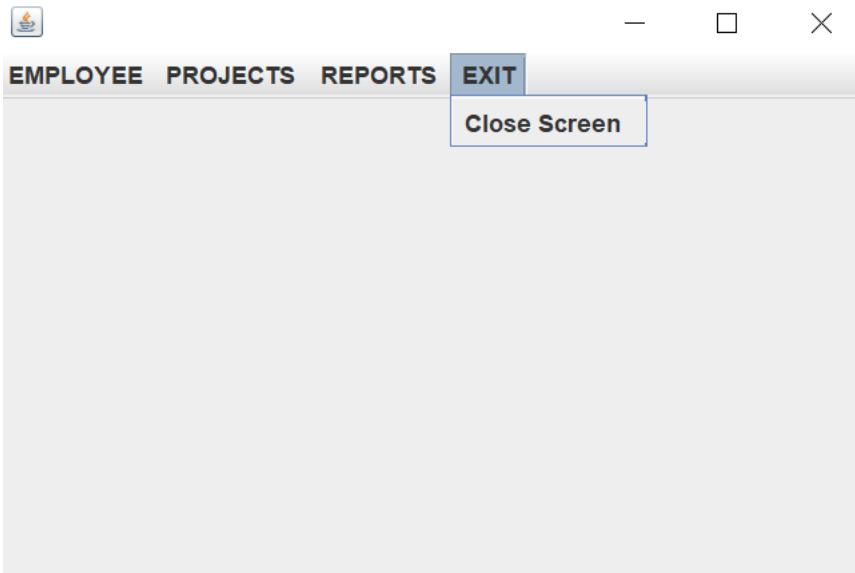
- 1) Menu Design
- 2) Login Screen Design

Menu Design

When developing real applications, there will be one main window that help user to move between different functionalities of the system. One way to categorize the system functionalities is use “Menus” .

Exercise 3: Design the Java Menu Bar, Menu Item, and Separator below using Windows Builder.





To link to another JFrame. Use the following code:

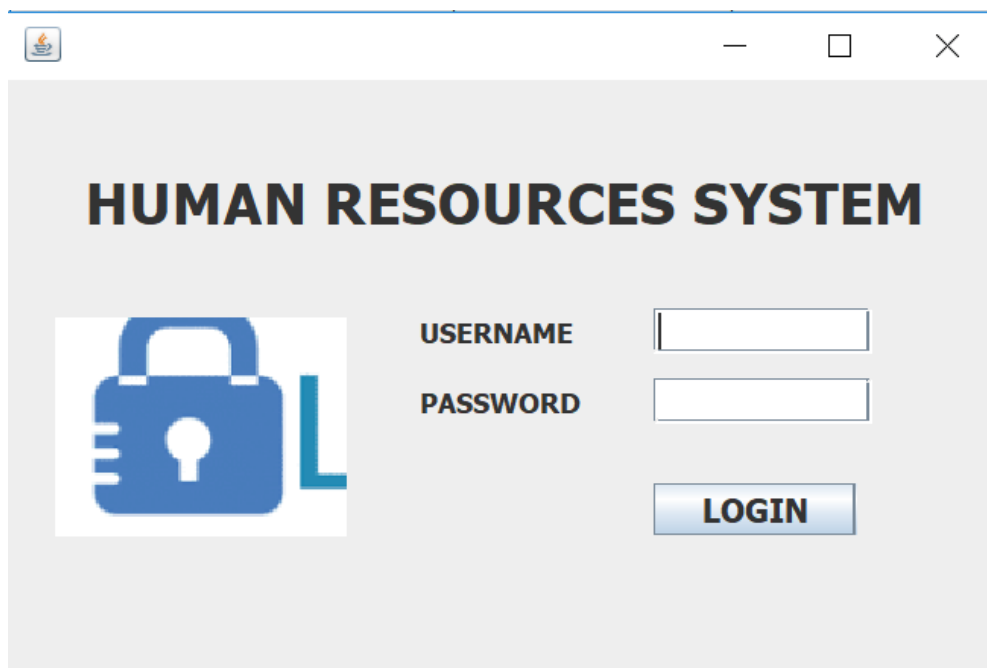
```
JMenuItem mntmNewMenuItem_4 = new JMenuItem("Employee Information");
mntmNewMenuItem_4.addActionListener(new ActionListener() {
    public void actionPerformed(ActionEvent e) {
        Report.main(null);
    }
})
```

To exit current JFrame. Use the following Code:

```
JMenuItem mntmNewMenuItem_6 = new JMenuItem("Close Screen");
mntmNewMenuItem_6.addActionListener(new ActionListener() {
    public void actionPerformed(ActionEvent e) {
        System.exit(DO_NOTHING_ON_CLOSE);
    }
})
```

GUI and Login Screen to the system

Exercise 4: Design the GUI below using Windows Builder



- 1- Create a source folder under your Java Project.
- 2- Save an image inside the Folder.
- 3- Create a JLabel.
- 4- Inside your source code, include the following lines:

```
JLabel lock = new JLabel("");  
ImageIcon img=new  
ImageIcon(this.getClass().getResource("/laptop.jpg"));  
lock.setIcon(img);  
  
lock.setBounds(317, 24, 109, 83);  
contentPane.add(lock);
```

Where `laptop.jpg` is the Image name and `lock` is the Variable name for the JLabel.