Assignment 2

Using the windowbuilder was an interesting experience. Going from designing UI using only code to designing UI using UI was a weird transition. I believe that if I were to program a UI application then starting with windowbuilder would be overwhelming because of the fact that there are so many different options among so many different tabs. At first glance it feels like it would be difficult to use since there are multiple different windows interacting with each other. After the tutorial explained what each window did, as well as give a small example on how to apply how they connected, then the windowbuilder began to feel more simple and comfortable. Due to the fact that we have already learned about labels, buttons, text areas, as well as a few others, the aspect that was at first the most overwhelming soon became the most familiar aspect. After familiarizing myself with the IDE, then the programming commenced.

The usage of dragging and dropping was uncomfortable at first, but I quickly recognized that to test how my program would look I wouldn't have to build and run only to find out that I had made a simple mistake. The fact that the program is previewed as you build it makes it really easy to understand as you develop. The snapping that the swing elements did felt a bit weird at first, but after everything was fit into its proper place then I realized that the snapping was a tremendous help at making the program look clean. After utilizing the properties window and changing a few more settings then it was time to get to the real coding.

The coding aspect was where I was most at home. After simply right clicking and selecting action performed, something that we are very familiar with, I was then redirected to the source page and placed in a familiar environment. From here all I was tasked to do was paste some code that was already working, and then run the program to look at my creation. The

creation of the program was extremely simple due to my familiarity with the similar elements. I am also able to see other properties that we have used in the past such as font or graphics. These seem like they would be extremely easy to implement in the windowbuilder.

This program is almost identical to the one we created in lab 9. The only difference really being the extra label that is present in lab 9, other than that the functionality is the same. The windowbuilder feels like it is superior when it comes to the cleanliness of the application. Dealing with the spacing on eclipse would constantly be a hassle due to the fact that to check the spacing you would have to build and run the program, sometimes only to find out that your window isn't large enough. The spacing and prebuilt aspect of the window builder make it less frustrating to debug spacing errors. I feel as because I have learned each of these elements piece by piece then when I encountered an overwhelming window that contained them all I was well equipped to tackle the window. I feel like if I started by using the windowbuilder then I would be overwhelmed by the amount of elements there were for me to use so it would have been more difficult for me to learn each element individually.