**GUI Programming 2015 – Year 2**

**Labwork 9: (5% - or 50 points out of 500 points for labwork this semester)**

**NOTE: ALL LABS TO BE COMPLETED USING TEXTPAD. NO COPYING PERMITTED AND ZERO MARKS WILL APPLY TO COPIED WORK.**

**ALL WORK SUBMITTED TO MOODLE BY DATE SPECIFIED (2 LABS SUBMISSIONS OF FIVE LABS THROUGHOUT THE SEMESTER)**

**Part 1 – Input Dialog (10 points)**

Create a class called **Lab9Part1**. Create a JFrame that contains a JButton with the String set as “Launch Input Dialog”. Launch an input dialog once the button is pushed so that the user is requested for their surname (input the details into a blank field). When the user enters their surname set the title of the JFrame to the surname entered.

* Create the button and add the listeners (2 points)
* Launch the input dialog (with blank input field) (3 points)
* Retrieve the name entered from the dialog (3 points)
* Set the title of the JFrame to the dialog input (2 points)

**Part 2 – Input dialog with dropdown choice (10 points)**

Create a JFrame class called **Lab9Part3**. Create a JFrame that has a JButton to launch a JDialog with a in-built drop-down menu (an **Input Dialog**). The three options in the dropdown menu should have three country choices (pick your own). For each of the countries chosen in the dialog show a message dialog with a picture of the nation flag of that country.

* Create the button and add the listeners (1 point)
* Launch the input dialog (with dropdown menu) (3 points)
* Retrieve the country selected in the dialog (3 points)
* Launch the message dialog for each and show image of flag (3 points)

**Part 3 – Confirm Dialog (10 points)**

Create a Java program called **Lab9Part2**. Create a JFrame that contains a JMenu called “Choices”, add a JMenuItem to the menu called “Subject Choice”. Add listeners to the menu item so that when “Subject Choices” is selected it launches an **Option Dialog** with three options (three subjects you have covered in your studies so far…your choice!!!). Once the user selects one of the three options launch a second **Message Dialog** to confirm their choice, e.g., “You have selected Programming as your favourite subject”. Launch a message dialog for EACH of the three possible choices. THIS DIALOG IS DIFFERENT TO PART 2 AS THE OPTIONS ARE PRESENTED AS CUSTOMIZED BUTTONS AS PART OF THE OPTION DIALOG (i.e. **showOptionDialog**!!!)

* Create the menu and menu item and add the listeners (2 points)
* Launch the option dialog (with the customized choices) (3 points)
* Retrieve subject selected using JOptionPane final static variable (2 points)
* Launch a message dialog to conform EACH option selected (3 points)

**Part 4 – A small adventure game using only Dialogs (20 points)**

Create a class called **Lab9Part4**. Create a JFrame that mimics an adventure game using only dialogs (you will have to come up with a possible start to the game to launch it!). The user will be presented with three doorways (represented as dialog options) to enter at the beginning of the game (use your imagination here, e.g., different colours of shapes of doors etc.). Once a user chooses a door present at least **ONE** other decision for them to make using dialogs before the games ends (e.g. You are presented with a cup of liquid to drink by a leprechaun, do you drink it? Yes No etc.; does drinking the cup kill you or make you stronger? etc.). The options **MUST** be controlled by **Dialogs**. The end of game status should be shown using a **dialog**. Use a least **ONE** custom image added to a dialog in the dialog sequence.

* Present the initial game option using a dialog (three doors) (2 points)
* Create PATH 1: Another decision\option leading to an outcome (4 points)
* Create PATH 2: Another decision\option leading to an outcome (4 points)
* Create PATH 3: Another decision\option leading to an outcome (4 points)
* The flow of the game is well controlled (3 points)
* Inclusion of a customized image in the dialogs (2 points)
* Overall game scenario complete\good quality (1 point)