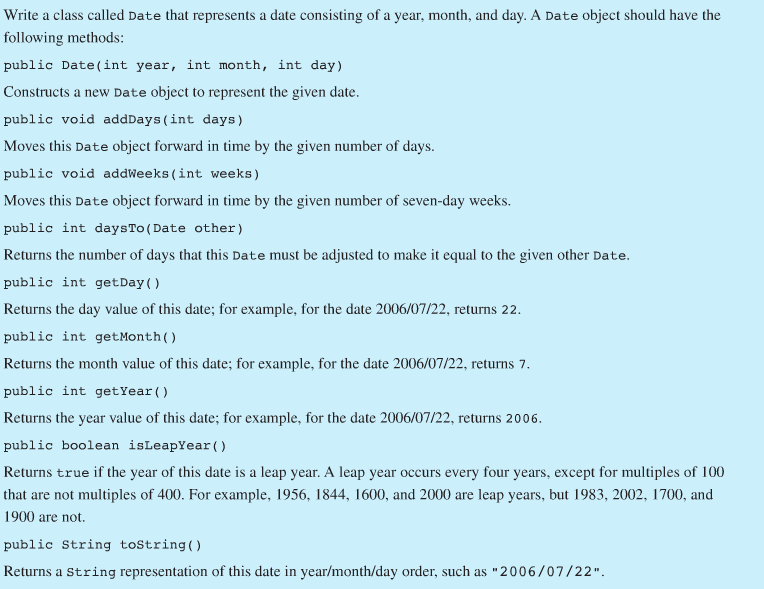
**CSc 1302: Homework 6 (Summer 2017)**

(Due on 11:59 pm, 7/25/2017)

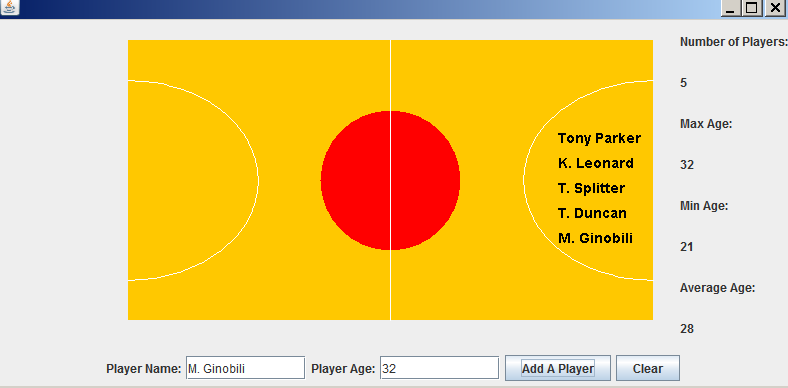
**Program #1**:



**Program #2**:

Write a program to simulate showing an NBA Team on a Basketball court.

Here is an example of the screenshot when running the program:



An example of the JFrame subclass with main method is as follows:

**import** java.awt.\*;

**import** java.awt.event.\*;

**import** javax.swing.\*;

**public** **class** NBAPlayoff **extends** JFrame {

**private** JTextField txtName;

**private** JTextField txtAge;

**private** NBATeam spurs;

**private** NBAcourtPanel court;

**private** JLabel lMax, lMin, lAvg, lNum;

**public** NBAPlayoff(){

spurs=**new** NBATeam("Spurs");

court=**new** NBAcourtPanel(spurs);

add(court, BorderLayout.*CENTER*);

JLabel lMax0=**new** JLabel("Max Age:");

lMax=**new** JLabel("");

JLabel lMin0=**new** JLabel("Min Age:");

lMin=**new** JLabel("");

JLabel lAvg0=**new** JLabel("Average Age:");

lAvg=**new** JLabel("");

JLabel lNum0=**new** JLabel("Number of Players:");

lNum =**new** JLabel("");

JPanel rp=**new** JPanel(**new** GridLayout(8, 1)); //right panel

rp.add(lNum0);rp.add(lNum);rp.add(lMax0);rp.add(lMax);

rp.add(lMin0);rp.add(lMin);rp.add(lAvg0);rp.add(lAvg);

add(rp, BorderLayout.*EAST*);

JLabel l1=**new** JLabel("Player Name:");

txtName= **new** JTextField();

txtName.setPreferredSize(**new** Dimension(120,24));

JLabel l2=**new** JLabel("Player Age:");

txtAge= **new** JTextField();

txtAge.setPreferredSize(**new** Dimension(120,24));

JButton jbtAdd=**new** JButton("Add A Player");

jbtAdd.addActionListener(**new** ActionListener() {

**public** **void** actionPerformed(ActionEvent e) {

**int** age=Integer.*parseInt*(txtAge.getText());

spurs.addAPlayer(txtName.getText(), age);

lMax.setText(spurs.getMaxAge()+"");

lMin.setText(spurs.getMinAge()+"");

lAvg.setText(spurs.getAvgAge()+"");

lNum.setText(spurs.getNumOfPlayer()+"");

court.repaint();

}});

JButton jbtClear= **new** JButton("Clear");

jbtClear.addActionListener(**new** ActionListener() {

**public** **void** actionPerformed(ActionEvent e) {

txtName.setText("");

txtAge.setText("");

}});

JPanel pBot=**new** JPanel();

pBot.add(l1); pBot.add(txtName); pBot.add(l2);pBot.add(txtAge); pBot.add(jbtAdd);pBot.add(jbtClear);

add(pBot, BorderLayout.*SOUTH*);

}

**public** **static** **void** main(String[] args) {

NBAPlayoff frame = **new** NBAPlayoff();

frame.setDefaultCloseOperation(JFrame.*EXIT\_ON\_CLOSE*);

frame.setLocationRelativeTo(**null**);

frame.setSize(800, 400);

frame.setVisible(**true**);

}

}

**What to turn in**:

1. Upload all of the .java and the .class files to the CSc1302 dropbox on [http:// icollege.gsu.edu](http://desire2learn.gsu.edu/).

**Note**:

1. For all assignments, always use comments to include the programmer information, date, title of the program and brief description of the program.
2. No copying allowed. If it is found that students copy from each other, all of these programs will get **0**.
3. You must name your file/program ase specified. Should you use a different name, you would lose **10%** of what the program is worth.
4. Make sure that both the .java and .class files are uploaded to the ftp server correctly. If the jpb package is used in the program. Be sure to upload the jpb package also. Should you use any other subdirectory (whatsoever) your program would not be graded and you will receive a **0 (zero)**.