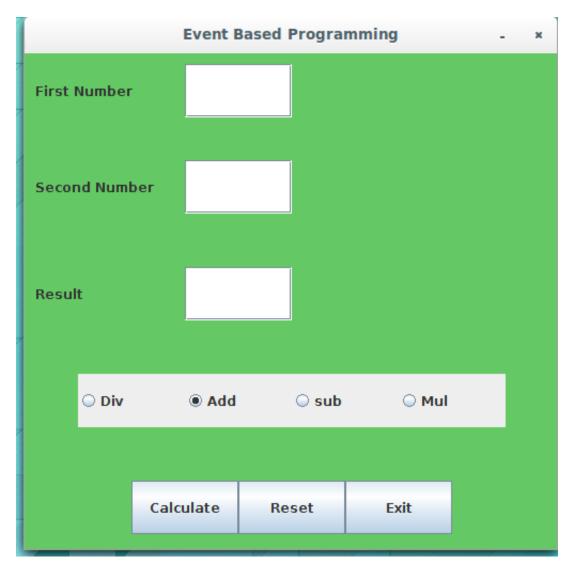


CMPE 261 - Large Scale Programming

Worksheet(Week-04B)

Part I

Download lecture example and and modify it that makes four different calculation according to radios button preferences.



• Do it using MouseListener and ActionListener interfaces and try to understand difference between them.



Part II

In this part, modify the PART I example as following.

- txtOne: Only accepts upper case characters. Even if you type uppercase characters they must be converted into lower case characters . This text box is the place type characters.
- txtTwo: Displays lower characters that entered into the txtOne. You are not allowed to type or edit characters.
- txtResult: Displays total number of characters that entered so far. It changes while your are type into the txtOne. You are not allowed to type or edit numbers. If character numbers exceeds 50, then a warning message pop up and ask to delete messages or process it. To process it, simple click on the "Calculate" button that displays all messages with a JOptionPaneMessage box.
- Hide all "radio" buttons.

Part III

In this part your are asked to add two **JCheckBox** items instead of radio buttons and modify it works as below.

- txtOne: gets an integer number, this is the number starting point of a loop.
- txtTwo: gets an integer number: this it the number of the terminal of a loop.
- txtResult: displays numbers according to check box options.
- checkBoxEven: if this check box is checked, square of even numbers are displayed only.
- checkBoxOdd: if this check box is checked, cube of odd numbers are displayed only.
- Both of the check boxes selected: all numbers displayed (cube of odd, square of even).
- None of them checked: no numbers will be printed out.