Lab 16

Create a new Eclipse project named **YourStudentId_Lab16.**
Please follow the instructions to create an evaluation form and it should look like figure 1:
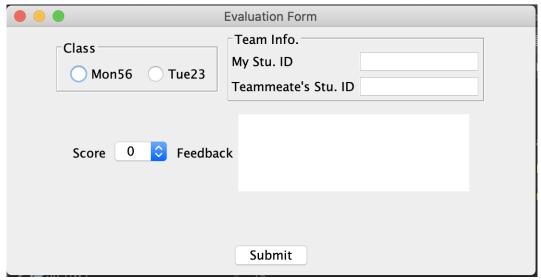

Figure 1 Assignment 2 evaluation form

In this lab, you only need to implement the GUI. **Listener and others will be implemented in lab 7.**

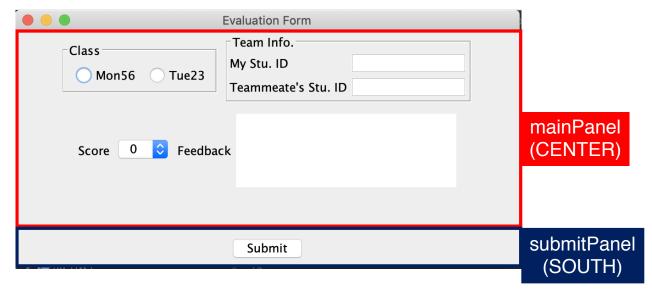Figure 2 gives you some hints about the layout arrangement.

Figure 2 Layout

The following tables are the simplified description of each class you need to implement.

EvaluationView
void main(String[] args)

EvaluationFrame (extends from JFrame)
Constant variables
int FRAME_WIDTH = 550   int FRAME_HEIGHT = 280   int FIELD_WIDTH = 10   int AREA_WIDTH = 20   int AREA_HEIGHT = 5
Instance variables
JRadioButton mon56Btn   JRadioButton tue23Btn   JLabel myIDLabel   JLabel mateIDLabel   JLabel scoreLabel   JLabel feedbackLabel   JTextField myIDTextField   JTextField mateIDTextField   JComboBox<String> scoreCombo   JTextArea feedbackTextArea   JButton submitBtn
Instance methods
JPanel createClass ()   JPanel createTeam ()   JPanel createEvaluation ()   void createSubmitBtn()   void createPanel()

Suggestions:

1. As you can see in figure 1, you can decompose the GUI into 4 parts: Class, Team Info., Evaluation, and submit button. So you can do this lab step by steps, that is, when you finish one part, add the corresponding component to createPanel(), for example, you implemented "JPanel createClass()", and use it in createPanel(), then run the program.
2. Note that the description of "add(Component)" in both JPanel and JFrame is "Adds the specified component **to the end of this container**.", which means the sequence of the component added to the container would be the sequence of component displayed in the container.

Instructions:

In EvaluationFrame:
1. Implement "JPanel createClass()"
   A. Instantiate two button(mon56Btn and tue23Btn), and one ButtonGroup.
   B. Add the two button to ButtonGroup.
   C. Instantiates a JPanel, then add the two button to this panel.
   D. Configure the border of the panel.
   E. Return the panel.
2. Implement "JPanel createTeam()"

    A.   Instantiate two JLabel(myIDLabel and mateIDLabel), and two JTextField(myIDTextField and mateIDTextField) with columns "FIELD_WIDTH".

    B.   Instantiate a JPanel and set a grid layout by 2x2, then add components in step 2.A.

    C.   Configure the border of the panel.

    D.   Return the panel.

3.   Implement "JPanel createEvaluation()"

    A.   Instantiate two JLabel(scoreLabel and feedbackLabel), a JComboBox(scoreCombo) , and a JTextArea (feedbackTextArea) with rows "AREA_HEIGHT", and columns "AREA_WIDTH".

    B.   Add items, 0~5, which means the score, to scoreCombo.

    C.   Instantiates a JPanel, then add components in step 3.A.

    D.   Return the panel.

4.   Implement "void createSubmitBtn()"

    A.   Instantiate a button.

5.   Implement "void createPanel()"

    A.   See the figure 2, instantiate panels you need.

    B.   Add the corresponding component to the panel and frame, and set layout if it needs.

6.   Implement the constructor

    A.   You have defined at least 4 methods, please use one of them in the constructor.

    B.   Configure the frame size with given width and height.

In EvaluationView:

1.   Implement the main method.

2.   Write codes that display the "Evaluation Form" (as figure 1).

Submission: Submit your project as "zip (or rar) file" via WM5. No other submissions will be graded.

Reminder: Please zip the whole project.

Deadline: Tomorrow's midnight (for both Mon56 and Tue23)