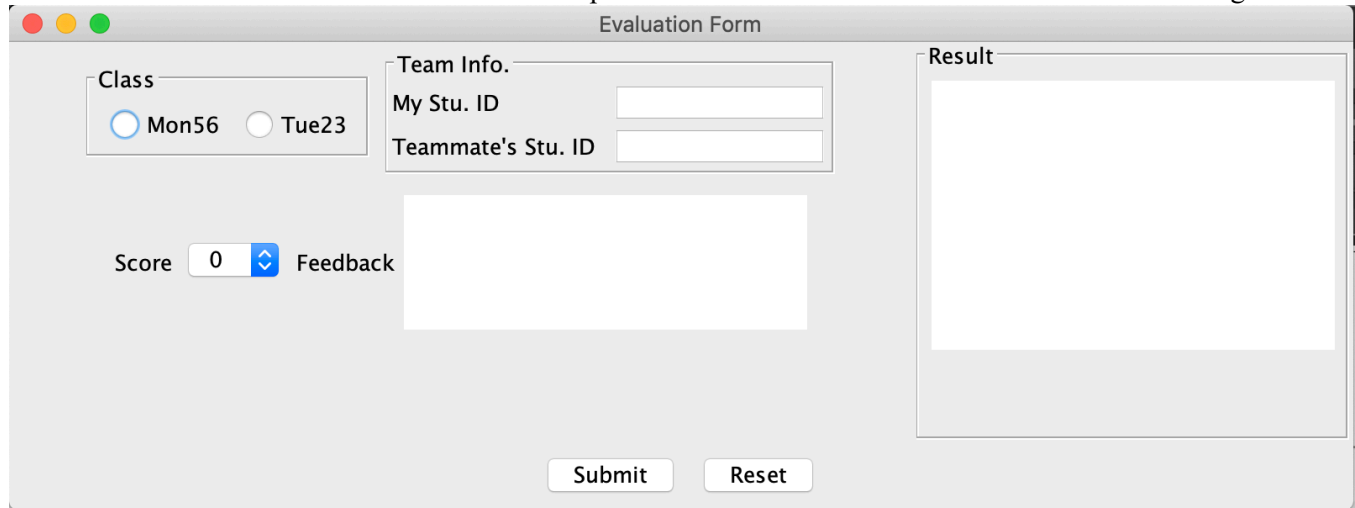


BonusLab 2**Lab16**

Create a new Eclipse project named **YourStudentId_BN2**.

Please follow the instructions to add some components to evaluation form and it should look like figure 1:

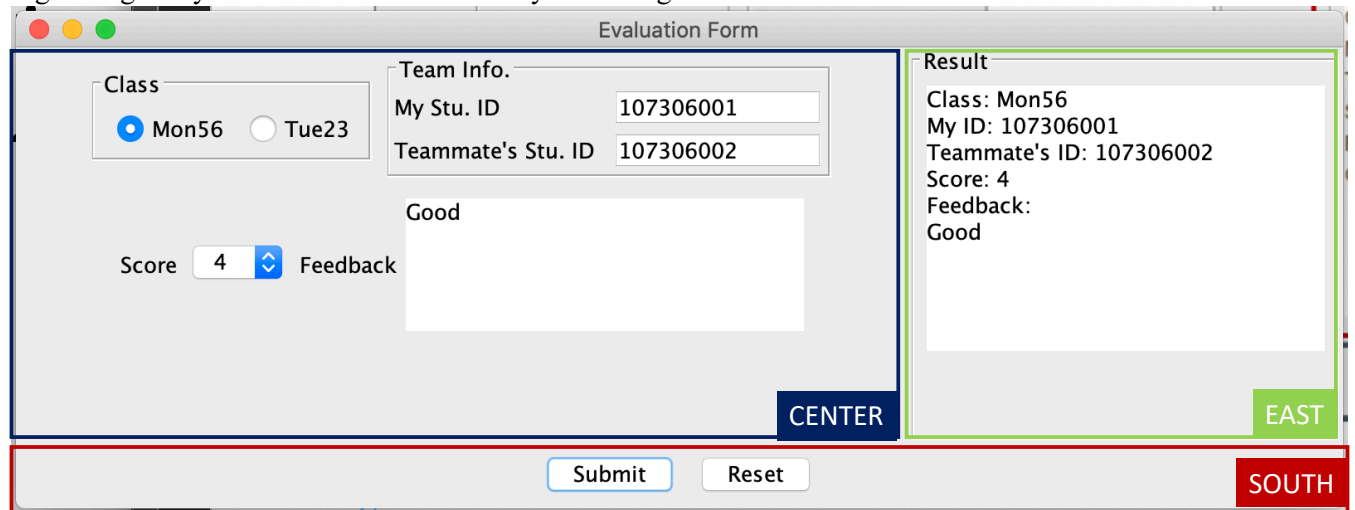


The GUI titled "Evaluation Form" contains the following components:

- Class:** Two radio buttons, "Mon56" (selected) and "Tue23".
- Team Info.:** Two text input fields labeled "My Stu. ID" and "Teammate's Stu. ID".
- Score:** A numeric spinner set to 0, followed by a "Feedback" label and a large empty text area.
- Result:** A large empty text area on the right side.
- Buttons:** "Submit" and "Reset" buttons at the bottom center.

Figure 1 GUI

Figure 2 gives you some hints about the layout arrangement.



The GUI is shown with sample data and layout annotations:

- Class:** "Mon56" is selected.
- Team Info.:** "My Stu. ID" is 107306001, "Teammate's Stu. ID" is 107306002.
- Score:** The spinner is set to 4.
- Feedback:** The text "Good" is entered in the text area.
- Result:** The text area contains: "Class: Mon56", "My ID: 107306001", "Teammate's ID: 107306002", "Score: 4", "Feedback:", "Good".
- Annotations:** A blue box labeled "CENTER" highlights the main form area. A green box labeled "EAST" highlights the Result text area. A red box labeled "SOUTH" highlights the Submit and Reset buttons.

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 = 800 int FRAME_HEIGHT = 300 int FIELD_WIDTH = 10 int AREA_WIDTH = 20 int AREA_HEIGHT = 5 int RE_HEIGHT = 10 int RE_WIDTH = 20
Instance variables
JRadioButton mon56Btn JRadioButton tue34Btn JLabel myIDLabel JLabel mateIDLabel JLabel scoreLabel JLabel feedbackLabel JTextField myIDTextField JTextField mateIDTextField JComboBox<String> scoreCombo JTextArea feedbackTextArea JButton submitBtn ButtonGroup group (This object comes from createClass()) JTextArea resultTextArea JButton resetBtn
Instance methods
JPanel createClass () JPanel createTeam () JPanel createEvaluation () JPanel createResult() void createSubmitBtn() void createResetBtn() void createPanel()

Suggestions:

- As you can see in figure 1, you can decompose the GUI into 4 parts: Class, Team Info., Evaluation, **Result**, submit button, and **reset 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 code.
- 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 createResult()”
 - A. Instantiate a JTextArea (resultTextArea) with rows “RE_HEIGHT”, and columns “RE_WIDTH”.
 - B. User is not to allow to edit resultTextArea
 - C. Instantiates a JPanel, then add the component in step 1.A.
 - D. Configure the border of the panel.
 - E. Return the panel.
2. Modify “void createSubmitBtn()”
 - A. Instantiate a JButton submitBtn.
 - B. Define an inner class SubmitActionListener which implements ActionListener and it can perform the following jobs:
 - i. Get the value of all user input. (Hint: if-elseif, isSelected(), getText())
 - ii. Show the user input on resultArea. (See figure 1)
 - C. Assign the listener to the button.
3. Modify “JPanel createClass()”
 - A. There is an object needs to change the way it defined. (See the table above)
4. Implement “void createResetBtn()”
 - A. Instantiate a JButton resetBtn.
 - B. Define an inner class ResetActionListener which implements ActionListener, and it can clear all user inputs. (Hint: ButtonGroup.clearSelection(), setText(), setSelectedIndex(0));
 - C. Assign the listener to the button.
5. Modify “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.

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

Reminder: Please zip **the whole project**.

Deadline: **4/19 23:59** (for both Mon56 and Tue23)