

## LAB ASSIGNMENT #1 – Basic GUI

**Due Date:** Wednesday, January 22, 2014.

**Purpose:** The purpose of this Lab assignment is to:

- Learn how to create and use basic SWING components
- Create complex GUIs using simple layout managers

**References:** Read the course's text "Introduction To Java Programming, 9<sup>th</sup> edition", <http://www.cs.armstrong.edu/liang/intro9e/>, chapter 12 and the ppt slides. This material provides the necessary information that you need to complete the exercises.

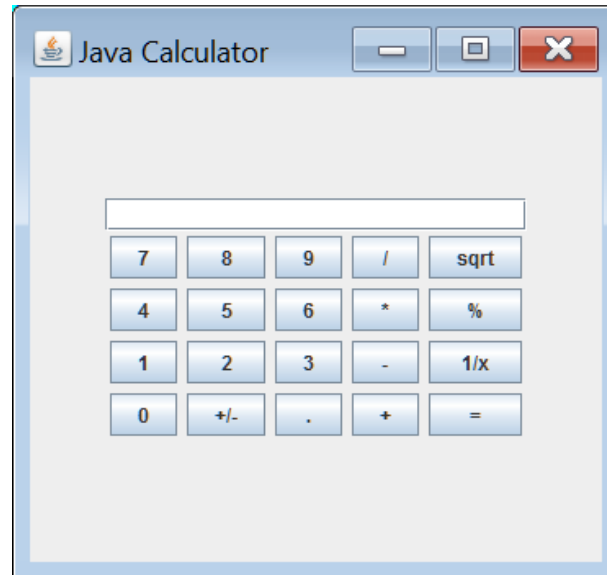
This lab must be completed individually by all the students. You will have to demonstrate your solution in a scheduled lab session when submitting the assignment. The assignments/projects should be submitted **through the assignment link on Blackboard**.

The Eclipse project for this assignment should be named as:

*FullName\_CXC320\_Assignment1*. Each exercise should be included in a separate package. For example, first exercise in a package named *exercise1*, etc.

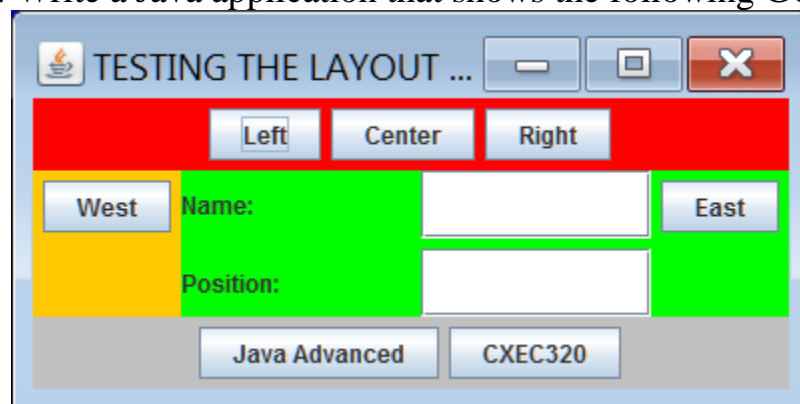
The entire project directory should be zipped in a file named as *FullName\_CXC320\_Assignment1*.

1. Read and work through Chapter 12: "GUI Basics" in textbook (p. 446 - 478)
2. **Exercise 1:** Write a Java Application which shows the following GUI:  
Use a JTextField and JButtons to create the calculator. Use JPanels as containers, and simple layout managers such as GridLayout, FlowLayout, and BorderLayout.



(5 marks)

3. **Exercise 2:** Write a Java application that shows the following GUI:



Use JLabels, JTextFields and JButtons to create the calculator. Use JPanels as containers, and simple layout managers such as GridLayout, FlowLayout, and BorderLayout.

Use Code Conventions for the Java Programming Language.

(5 marks)