CIST 2371 Introduction to Java

Unit	08 Lab		
Due	Date:		

Part 1 – GUI Components

Part 1 is the only part to this lab. Create a folder named **Unit08** and place all your files for this assignment in that folder. You will create a program called **Unit08_Prog1.java**. This program will display a graphical user interface (GUI) that looks like Illustration 1.

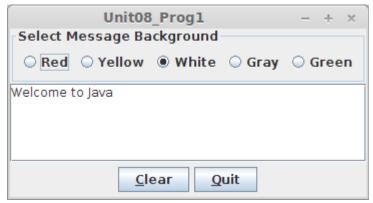


Illustration 1

The window has a title of "Unit08_Prog1" and three panels stacked one on top of the other. The top most panel has a text label that says "Select Message Background". The panel holds five radio buttons, one for each color of: Red, Yellow, White, Gray and Green. The White radio button is set by default. Clicking on a radio button will change the background color of the text area in the second panel. See Illustration 2.



Illustration 2

The second panel contains a JTextArea that contains "Welcome to Java" as the default text. The text area is set to be 5 lines tall. The text area is as wide as the window (pick a layout manager to do this). The text area is editable (the user can type in it) and will scroll if the user types in enough lines. See Illustration 3.

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Unit08_Prog1 - + × Select Message Background							
○ Red	O Yellow	White	Gray	○ G	reen		
line 2					_		
line 3							
line 4					=		
line 5							
line 6					-		
	<u>C</u> I	ear <u>Q</u>	uit				

Illustration 3

The third panel contains two buttons: Clear and Quit which have Mnemonics of "C" and "Q" respectively. The Clear button has a tool tip that says, "Clear the text area to the default text" and the Quit button has a tool tip that says, "Quit the program". Pressing the Clear button will cause the text area to return to the default text contents as in Illustration 1. Clicking on the Quit button will cause the program to exit.

Use appropriate layout managers to layout the GUI components in your program to look like the illustrations.

Hint

Develop this program incrementally, one bit at a time. For example get the first panel to show the five radio buttons with the White one on by default as your first increment. Do a little at a time.

What To Turn In

You will create your file, **Unit08_Prog1.java** in a folder named **Unit08**. Zip up the Unit08 folder into a zip file called **Unit08_<your first initial><your lastname>.zip**. For example, Taylor Swift's zip file would look like this: Unit08_tswift.zip Be sure to test this file before turning it in.

Also please note, I will accept only one (1) zip filed handed in. If you need to re-submit you may do so, but be aware I will delete all older submissions for a unit without looking at them, I'll be assuming the latest entry contains everything you intended to hand in.

The Comment Block

<u>EVERY</u> source code file you turn in for this course must have the comment block documented in our syllabus (customized for the situation) or you will get no credit (kind of like forgetting to put your name on your term paper – bad move). Use the same comment block you have used to date, adjusted for each program.

Rubric (50 points)

Program has comment block 3 out of 3 points
Program is named correctly 2 out of 2 points
Program has all components as shown in illustrations 5 out of 5 points
Radio buttons work correctly 10 out of 10 points
Text area can be edited and will scroll when full 10 out of 10 points
Clear button works correctly 10 out of 10 points
Quit button works correctly 10 out of 10 points

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