

CIST 2371 Introduction to Java

Unit 07 Lab

Due Date: See Syllabus

Part 1 - GUI Basics

Write a program whose source file is named "Unit07_Prog1.java" that does the following:

- Creates a frame with a GridLayout Manager
- Creates two panels and adds them to the frame, stacked one over the other.
- In each panel creates three buttons, side by side. The buttons should be labeled "Button 1", "Button 2", "Button 3", "Button 4", "Button 5" and "Button 6".
- Displays this GUI when run.
- The only buttons that actually works will be the buttons on the window title bar: minimize, maximize and the exit button in the upper right hand corner of the programs window.



Part 2 – Event Driven Programming

Write a program whose source file is named "Unit07_Prog2.java". Do the following:

- Start by copying the program code from part 1 and modifying it. This program will have a GUI that looks just like the previous one. The goal is to make the JButtons work.
- Add code to handle the events when the user presses any of the six buttons on the GUI. When the user presses a button simply write out to the console "The user pressed Button X", where "X" is the number of the button. For example, when "Button 2" is pressed the message written to the console should be "The user pressed Button 2."

What To Turn In

You will create your files, Unit07_Prog1.java and Unit07_Prog2.java in a folder named Unit07. Zip up the Unit07 folder into a zip file called Unit07_<your first initial><your lastname>.zip. For example, Tom Swift's zip file would look like this: Unit07_tswift.zip Be sure to test this file before turning it in.

PLEASE NOTE THAT INCORRECTLY NAMED FILES OR FOLDERS WILL RESULT IN A ZERO (0) FOR THE ASSIGNMENT.

ALSO 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, ASSUMING THE LATEST ENTRY CONTAINS EVERYTHING YOU INTENDED TO HAND IN.

The Comment Block

EVERY source code file you turn in for this course must have the comment block handed out in the first class meeting (customized for the situation).

Rubric (50 points)

P1 Part1 has comment block: 2 pts

P1 Part1 GUI has two panels with titled borders: 5 pts

P1 Part1 First Panel has three buttons labeled Button1, Button2 and 3: 5 pts

P1 Part1 Second Panel has three buttons labeled Button4, Button5 and 6: 5 pts

P2 Part2 has comment block: 2 pts

P2 Part2 GUI has two panels with titled borders: 5 pts

P2 Part2 First Panel has three buttons labeled Button1, Button2 and 3: 5 pts

P2 Part2 First Panel has three buttons labeled Button4, Button5 and 6: 5 pts

P2 Part2 All buttons handle events correctly: 16 pts