

1. Session 6: Java GUI Development – SWING

(This Session will be conducted mainly by mentors)

2. Intended Learning Outcome:

- a. Learn about Java GUI development and different framework.
- b. Know the basics of any GUI.
- c. Implement GUI in Java application.

3. Expected skills:

- can explain what is GUI and basic elements of GUI.
- Know about AWT, Swing and JavaFX.
- Know how to install window builder and use it to build GUI.
- Knows how to use action listener.
- Knows how to create a simple frame using button, text field, password field etc.

4. Tools Required:

- a. JDK
- b. ECLIPSE / NETBEANS
- c. Window Builder.

5. Session Detail:

1. Teacher will explain what GUI is, what it's importance and how Java implements GUI (20 min)
2. Teacher will install window builder and help students to install it in their machine (10 min)
3. Teacher will create a basic template and explain different layouts, buttons, labels, text Fields etc. (30 min)
4. Teacher will do exercise no 4.1 (calculator) with the students (30 minutes)
5. Project mentors session (60 minutes)
 - Mentors will show different GUI projects of theirs.
 - Mentors will do exercise basic login and signup page creation with the students.