# Unit 6 Discussion: GUI

1. What was the hardest part of Unit 5 assignments? Please explain. (Note: the purpose of this discussion question is for you to reflect on your assignments last week and share some tips <what failed, what worked, …> with the class)

2. What did you find most confusing or difficult about what you read this week? You may also ask for help on a PA/CA or JavaFX GUI in general. (Note: be specific. For example, instead of “xx is hard”, identify the topic and illustrate with an example.)

3. [Prefer most of the class picking this question to practice GUI programming. Each person should have a different proposal, but do skim through the posted proposals before your initial post to avoid duplication.] Propose a GUI program and implement it. Follow the instructions on the initial post and reply posts.

**Initial Post**: propose a GUI program you’re going to build. It must include some kind of input, processing related to the input, and output. Do not use the same program examples from slides/zyBook/ebooks, but you may extend them. Include the following in your initial post:

* A brief description of what your program will do;
* Specify the program’s
  + input: what kind of data, what GUI component(s) will be used;
  + processing: what will be done to the input and how will the output be generated, and
  + output: what kind of data, what GUI component(s);
* A GUI sketch (or type up like shown below).

|-----------------------------------------

| Title of window |

| |

| TextField-4-input something- |

| 4-output |

| button |

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**1st Reply Post** (on your own initial post): build the program you proposed. It’s okay [and expected] if you need to revise your original proposal, but your program should at least follow a similar idea. Include the following:

* A brief description of your program if it’s different from the one you proposed.
* The source code file(s)
* At least one screenshot from its execution.

**2nd Reply Post**: comment on someone else’s work or respond to others’ comments on your work.