

## GUI shell

### Homework Assignment # 7

Due next week class 6a at beginning of class

#### Objectives:

This homework will have you gain experience with writing a simple GUI. This GUI is used with the code you have already written.

#### Overview:

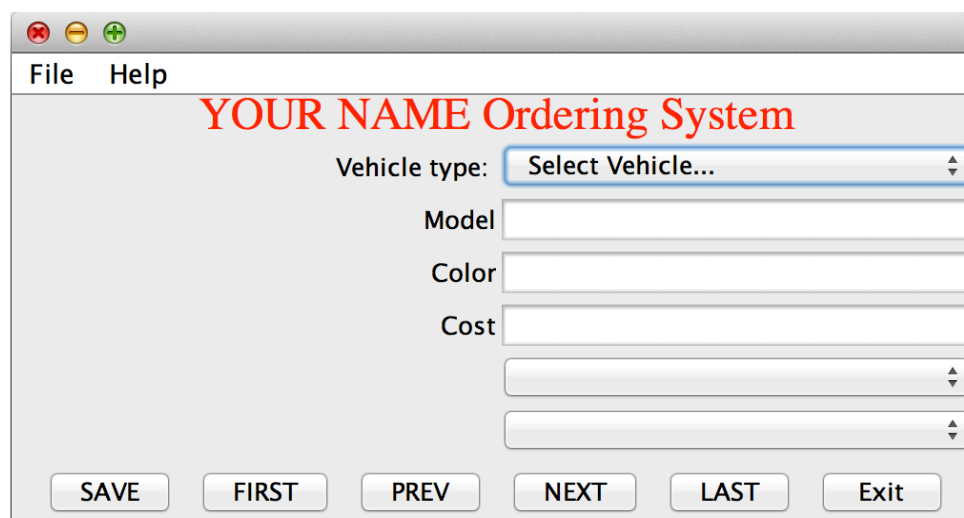
You will write the GUI code to produce the following output.

Make use of the different layout managers in your code.

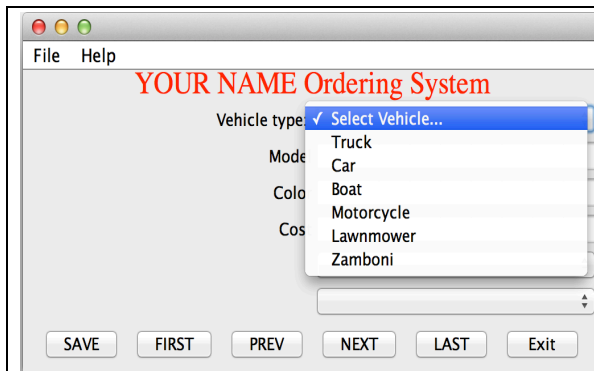
You will have to do some sketching of the GUI, labeling of the parts, and some up-front thought how to approach this problem. You may have to do some online research.

#### Requirements:

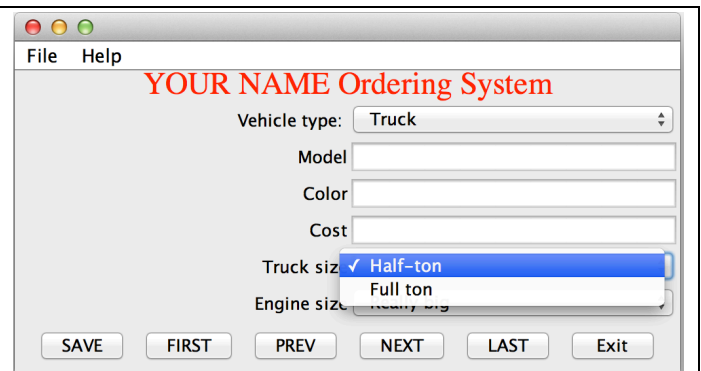
1. Create a GUI that looks like the initial startup display shown on this page.
2. GUI class name is OrdersScreen, which extends JFrame.
3. *Vehicle Type* JComboBox is loaded with at least Truck, Car, and Boat.
4. When Vehicle Type is selected, the bottom two combo boxes are automatically labeled and filled in with options. These change when another vehicle is selected.
5. Events to implement are the Exit under File and the Exit button. No other events.
6. OrdersScreen constructor is to do the majority of the GUI creation and display.
7. OrdersScreen is to contain a main method with only one line of code that instantiates the OrdersScreen constructor.
8. JavaDoc required and use of @ tags for OrdersScreen.
9. Title is of your font and coloring, which has to be different than a standard label.



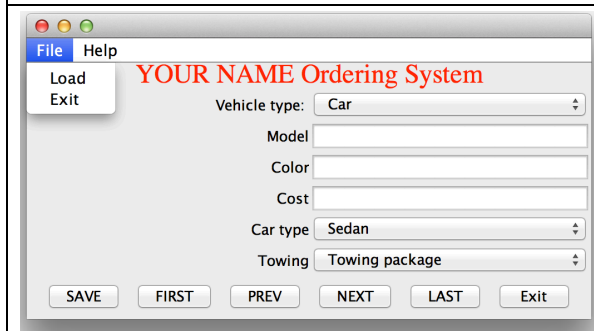
You do NOT need to implement all the buttons at the bottom of the screen, or the Load option under File. These are going to be implemented in the next homework. Program this homework with that being kept in mind.



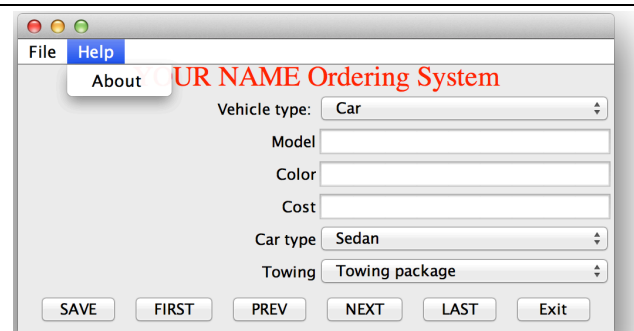
Initial screen with Vehicle Type selected.  
 No labels or data for last two pull downs



After Truck is selected. Pull downs are labeled and filled in with data.



Showing menu selection of File & Help  
 Only EXIT works now



About shows JOptionPane of your name and homework name.

### Submitting your work:

- Submit your Java file and class to the homework DropBox.
- Do **not** include your JavaDoc files to the DropBox.

**ISTE-200 Homework 6 – GUI shell Grade sheet**

Item	Points available	Points earned
<b>OrdersScreen.java</b>		
GUI constructor creates the GUI. Can create other methods as needed.	30	
Loads Vehicle Type combo box with vehicle names	10	
Selecting Vehicle Type it labels the other combo boxes and fills them with options	20	
Exit works when File or Button is selected	10	
Your name title on the screen is in a different font, color and size	5	
<b>All other classes, Boat.java, Truck.java, Car.java</b>		
Modify classes to define selections in options that can be accessed by OrdersScreen for display.	25	
<b>Deductions:</b> Violations of coding standards or poor documentation		
<b>Total</b>	100	