**Advanced Java**

**Chapters 12 13 16 17 37 38 in the old edition of the text**

Chapter 12 – GUI Basics

Chapter 13 – Graphics

Chapter 16 – Event-Driven Programming

Chapter 17 – GUI Components

Chapter 37 – Containers, Layout Managers, and Borders

Chapter 38 – Menus, Toolbars, and Dialogs

**Chapters 14-16 in the new edition of the text**

Chapter 14 – JavaFX Basics

Chapter 15 – Event-Driven Programming and Animations

Chapter 16 – JavaFX UI Controls and Multimedia

**HOMEWORK 1**

Create at least four “widgets” – that is, little graphics programs that do something – that each extend JPanel. Write a single application that displays these widgets. Name your widgets with your initials (*e.g.* JDG\_GuitarDemo) and name any subdirectories required with your initials as well (*e.g.* JDG\_images).

Class to extend jPanel

**HOMEWORK 2**

Create a GUI front end for the Person class. Provide fields and controls that allow the user to load a list of Persons from disk, to save the current list, and to add, edit, and delete entries.

**HOMEWORK 3**

Create a multimedia demo program using JavaFX to display images and play sounds / music.