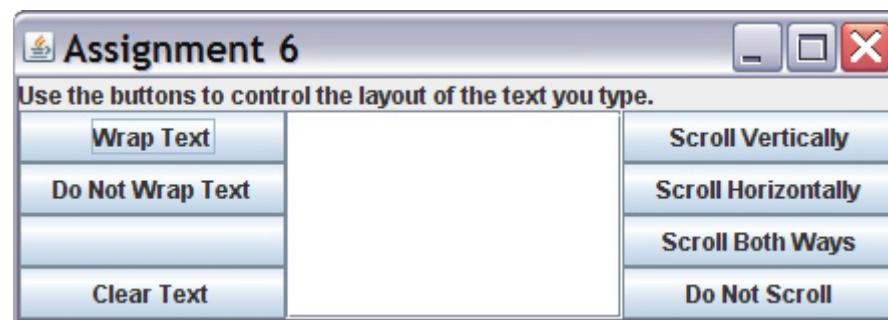# Lesson 6 Assignment

Your assignment for this lesson is to write a GUI program that will display a window with buttons, a label, and a text area like you see in the figure below. You do not have to lay them out the same way I did, since you may like other layouts better. But the functions should be the same.

Assignment 6 Window

The two upper buttons on the left side set the text area to wrap text (or not) using the JTextArea's setLineWrap() method.

The lower-left button clears any text that has been typed into the text area in the center.

The buttons on the right set the text area's scrolling properties to scroll vertically (only), horizontally (only), both directions, or not at all. The methods to use are the same ones we used in the lesson, but with different arguments.

My solution is here, but please wait to look at it until you have tried the assignment on your own:

Assignment 6 solution

Even if you did not look at my solution to do the assignment, please take a quick look at it anyway, since I handled my event actions in a slightly different way this time. Instead of putting all the actions into the *if . . . else* logic, I called separate helper methods for each event. We'll see this structure again in the future, so I just wanted to call your attention to it here.

Let me know if you have any questions.