

# Lesson 7 Assignment

This lesson's assignment is to add at least two more menus to the window we have been working on. For example, you could add an Edit menu with Copy, Cut, Paste, Find, Replace or whatever other items you think are appropriate, and a Help menu with an About . . . item that displays information about your application. Or you can make up your own menus and items. Experiment with menus, items, inner class listeners, mnemonics, and accelerators until you are comfortable designing and using them.

Let me know what questions you come up with on the assignment. I'll see you in the Discussion Area.