

Software Design I (CS 120)  
Quiz 09: Monday, 23 April 2018

NAME \_\_\_\_\_

- (1) (*10 points*) The class below has two instance variables. One, a `JFrame`, is given as input to the constructor; the other is an array of `String` objects, initially all `null`. Fill in the blanks so the class can respond to keyboard-related events (recall: these are passed in via the `JFrame`). Also, fill in `keyTyped()` so that, if 'A' is typed, the array is filled with 10 instances of "Apple", and if 'B' is typed, it is filled with "Banana". If anything else is typed (including lower-case 'a' or 'b', then the array is filled with empty, but non-null `String` objects. (Assume remaining methods that respond to keys are included, but do nothing.)

```
import java.awt.event.*;
import javax.swing.JFrame;

public class KeyboardUser _____ {
    private JFrame window;
    private String[] fruit = new String[10];

    // Save input, enable KeyboardUser to respond to KeyEvents it creates.
    public KeyboardUser( JFrame win ) {
        window = win;
        _____
    }

    // Responds to a typed key.
    public void keyTyped( KeyEvent e ) {
        _____
    }

    // Assume all remaining methods are included here.
}
```