Seneca College Applied Arts & Technology   Marc3, 2020

SCHOOL OF COMPUTER STUDIES   Deadline: March 7, 2020

Workshop 7

Notes:

- A demo should be shown on Thursday (It could be part of the workshop or completed version of it)
- In order to get the final mark, all codes should be posted on the blackboard
- The code should be your own code, if the code is copied from internet or another student, the mark of zero will be given to the students and it will be reported to the department.
- Make sure you have all security and check measures in place, like wrong data types etc.
- make sure you test your program properly before submitting on the blackboard.

Typing quickly and correctly is an essential skill for working effectively with computers and the Internet. In this exercise you will build a GUI application that can help users learn to "touch type" (i.e. type correctly without looking at the keyboard). The application should display a virtual keyboard and should allow the user to watch what he or she is typing on the screen without looking at the actual keyboard. Use JButtons to represent the keys. As the user presses each key, the application highlights the corresponding JButton on the GUI and adds the character to a JTextArea that shows what the user has typed so far. [Hint: To highlight a JButton, use its SetBackground method to change its background colour. When the key is released, reset its original background colour. You can obtain the JButton's original background colour with the getbackground method before you change its colour.]