

CSC 233: Graphical User Interfaces

Assignment: Corner Clicker

Create an application that uses a single event handler which responds to a mouse click and tells the user which quadrant of the screen they clicked on (top-left, bottom-left, top-right, bottom-right) by displaying this information in a Label in the center.

Grade your homework using the following criteria (partial credit allowed):

- 10 Points: Source code contains program header and comments; code organized and readable; does not include extraneous code, import statements, etc.
- 10 Points: created Label in center of screen
- 10 Points: text appears in Label when mouse is clicked
- 60 Points (4 cases, worth 15 points each): correct text appears in Label when clicking in each corner
- 10 Points: Grade report completed fully and accurately

Potential mistakes / penalties:

- If code does not compile, or program crashes at runtime: 0%
- If collaboration with others is undocumented: 0%