

# COMP 210 - Lab 7

## Spring 2014

For this lab you'll work a basic toy problem utilizing the `javax.swing.Timer` class.

### Assignment

Your goal is to understand the basic usage of the `javax.swing.Timer` class<sup>1</sup>. Towards that end, you must implement a simple GUI program with the following features:

<sup>1</sup> <http://docs.oracle.com/javase/7/docs/api/javax/swing/Timer.html>

1. A button, or two buttons, that starts and stops a timer.
2. Text that changes with every tick of the timer.

Once you've completed that much, you might consider the following additions to your program.

- If you didn't do so in the first version, use a single button to start and stop
- Use radio buttons for start/stop rather than a standard button
- Add the ability to increase or decrease the timer speed. Consider playing with multiple interfaces for this functionality: radio buttons for discrete speed options, a slider for a more fine-grained spectrum, or buttons to increase and decrease.
- Go back to issues from last lab and do things like experiment with different layout managers.

In addition to the `Timer` class documentation, you might also want to consult the section in the Swing tutorial on the `Timer` class<sup>2</sup>

<sup>2</sup> <http://docs.oracle.com/javase/tutorial/uiswing/misc/timer.html>

When lab is complete, submit your source code as *lab7* using *handin*.