

# COMP210 - Lab 6 & Homework 4

## Spring 2014

For this lab you'll start working through the basics of GUI implementation in Java. Your task is the close, critical examination of basic examples in order to learn the high-level nuts and bolts of the Java swing library.

### *The Swing Tutorial*

Oracle<sup>1</sup> provides a wealth of tutorials on Java programming. Their "Swing Tutorial"<sup>2</sup> introduces you to the basics of GUI programming in Java. Your task for the day is simple: *follow through and do the tutorial*. Simply reading the tutorial is insufficient. You should download, run, and then modify the "Hello World" program and the temperature converter program. Modifications you should explore are this point are:

- Changing the text in the hello world program
- Changing the conversion (maybe Bytes to bits or something?) on the temperature converter. This includes relabeling everything.
- Add new or different components to the converter (maybe allow for many different conversions via radio button or drop down selection?)
- Play with different layouts
- Change the initial size and placement of the GUI window.

At the end of lab, submit your modified temperature converter program as *lab6* with the handin program.

### *Homework*

Your homework is to complete the tutorial and take *one page of notes* on what seems to be the most important concepts, classes, and interfaces for Java GUI programming. On **Monday, March 24** you'll take a short, open-note quiz<sup>3</sup> to see how closely you read and followed the tutorial.

<sup>1</sup> by way of the acquisition of Sun

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

<sup>3</sup> counts towards your homework grade