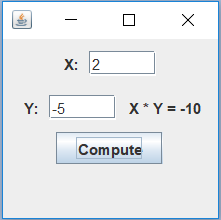
PART A CHANGED SOURCE CODE :



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\*

\* @author Joe Leveille

\*/

import java.awt.\*;

import java.awt.event.\*;

import javax.swing.\*;

public class GuiCalc implements ActionListener {

private JFrame frame;

private JTextField xfield;

private JLabel rslt, xLabel, yLabel;

private JTextField field2;

private JButton computeButton;

private JPanel xPanel, yPanel;

public GuiCalc() {

frame = new JFrame();

xPanel = new JPanel();

yPanel = new JPanel();

frame.setDefaultCloseOperation(JFrame.EXIT\_ON\_CLOSE);

frame.setLayout(new FlowLayout());

xfield = new JTextField("", 5);

xLabel = new JLabel("X: ");

xPanel.add(xLabel);

xPanel.add(xfield);

frame.add(xPanel);

field2 = new JTextField("", 5);

yLabel = new JLabel("Y: ");

yPanel.add(yLabel);

yPanel.add(field2);

frame.add(yPanel);

rslt = new JLabel("X \* Y = ");

frame.add(rslt);

computeButton = new JButton("Compute");

frame.add(computeButton);

computeButton.addActionListener(this);

frame.pack();

frame.setVisible(true);

}

public void actionPerformed(ActionEvent event) {

String xText = xfield.getText();

String yText = field2.getText();

int y = Integer.parseInt(yText);

int x = Integer.parseInt(xText);

int num = x \* y;

String sum = Integer.toString(num);

rslt.setText("X \* Y = " + sum);

}

}

PART B SOURCE CODE:

package fxlab1b;

A screenshot of a cell phone

Description automatically generatedimport javafx.application.Application;

import javafx.event.ActionEvent;

import javafx.event.EventHandler;

import javafx.geometry.Pos;

import javafx.scene.Scene;

import javafx.scene.control.Button;

import javafx.scene.control.TextField;

import javafx.scene.layout.GridPane;

import javafx.scene.text.Text;

import javafx.scene.text.TextAlignment;

import javafx.stage.Stage;

/\*\*

\* @author Joe Leveille

\*/

public class FXLab1B extends Application {

@Override

public void start(Stage primaryStage) {

GridPane gridPane = new GridPane(); //Create the blank grid

gridPane.setMinSize(400, 200); //and set it's attributes

gridPane.setVgap(5);

gridPane.setHgap(5);

gridPane.setAlignment(Pos.CENTER);

Button btn = new Button(); //Create the button

btn.setText("Calculate");

Text xLabel = new Text("X: "); //Creating each label and field

Text yLabel = new Text("Y: ");

Text outLabel = new Text("Answer: ");

TextField xInput = new TextField();

TextField yInput = new TextField();

gridPane.add(xLabel, 0, 0); //Adding each component to the grid

gridPane.add(xInput, 1, 0);

gridPane.add(yLabel, 0, 1);

gridPane.add(yInput, 1, 1);

gridPane.add(outLabel, 1, 2);

gridPane.add(btn, 3, 2);

btn.setOnAction(new EventHandler<ActionEvent>() { //function for what happens on a button press

@Override

public void handle(ActionEvent event) {

try{//making sure to only print an answer when ints are involved

outLabel.setText("Answer: "+ Integer.parseInt(xInput.getCharacters().toString())\* Integer.parseInt(yInput.getCharacters().toString()));

}

catch(Exception exp){ //Yelling at users that don't put in an int

System.out.println("You entered a non-integer!");

}

}

});

Scene scene = new Scene(gridPane); //Placing the grid on the screen

primaryStage.setTitle("Multiplier"); //Set the window title

primaryStage.setScene(scene);

primaryStage.show(); //opening the window on screen

}

public static void main(String[] args) {

launch(args);

}

}