

Object Oriented Java - Practical Study #4

Your task is to build an application that processes a URL name to display the corresponding Internet address of the computer hosting the URL. You should:

1. Practice building GUIs with Netbeans;
 2. Contrast applets and frame applications;
 3. Write methods that respond to window events;
 4. Study the link between URLs and Internet addresses.
- The source files for the example described in the Lecture is in the **Prac4** directory. Create the **Prac4** project. It contains the following file: **url2inet.java**. At run-time, this class creates an instance of the UI (User Interface) class for the application where your coding will be incorporated. Your methods will be executed upon initialization or in response to window events.
 - Compile the project files and run url2inet.java. You should see a window frame displaying the local PC and web server name.
 - Inspect the source. The source code used the visual programming tab “Design” to build the UI. Note how the automatically generated visual elements are highlighted and non-modifiable. Also note how the “convert()” method uses UI components “jlabel1 & jlabel2” to display the results.
 - Use Netbeans visual design panel (click on the design tab) to extend the application UI as follows:
 1. Display the local PC name and the local web server name (implemented);
 2. Accept the user’s input of a certain URL name in an input box;
 3. Display the Internet address of the server hosting the URL resource;
 4. A button to exit the application program.

