

## Assignment 2: Write a GUI Application

Total: 100 pts

- Writing codes with suitable documentation comments
- Submitting your source files under **Assignments** button.

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Design and create a graphical (GUI) application that allows the user to choose different shape for displaying its area and perimeter.

Three choices:

1. **Circle** – enter the **radius** value
2. **Rectangle**: enter the **width** and **height** values
3. **Square**: enter each **side** value

### Requirements:

1. Give the user at least three choices or more options for different shape they want to display its area and perimeter as well as the information
  2. Setup the title bar as: GUI Application
  3. All result values must be un-editable for the user. Also, the area and perimeter values must be displayed with two decimal places.
  4. You must use the **Circle**, **Rectangle**, and **Square** classes you have created from Assignment 1 to call each **getArea()** and **getPeriemter()** method to display its area and perimeter as well as call **getName()** method to display the information about the shape with the value.
  5. Disable some textfields if the shape does not be applied. For example: For Circle shape, the program will be disable for width, height and side textfields.
  6. Event handles for any GUI component
  7. Exception handling if the user enters non-numeric value
- The interface is similar to the following figure: (or **design** your own interface)

