IS 380: Object-Oriented Programming
Spring 2017

Individual Assignment 5-1

Due Date: **3:59 PM, April 10, 2017** (Submit via WebCampus).
Weights: 2.5 % of total grades.

NOTE:

1. Please zip the **.java** files and upload the zip file to WebCampus for submission.
2. Please provide proper comments to document your code, including the following:
   a. Author's name;
   b. Purpose of the program;
   c. In-line comments for the statements.
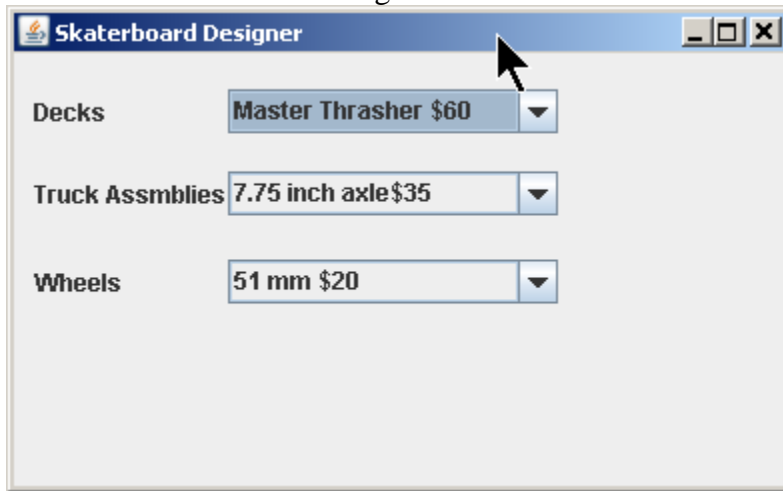
QUESTION: Skateboard Designer

The Skate Shop sells the skateboard products listed in the table shown below:

Decks		Axle		Wheel	
The Master Thrasher	$60	7.75 inch axle	$35	51 mm	$20
The Dictator	$45	8 inch axle	$40	55 mm	$22
The Street King	$50	8.5 inch axle	$45	58 mm	$24
				61 mm	$28

Create an application with combo boxes that holds decks, axles, and wheel options. The user should select a deck design, an axle design, and a wheel design. The application should show the total cost.

(1) Create a GUI as the following screenshot. Name each of the components properly.

(2) In the application, represent the prices for the parts as named **constants**.

(3)   Implement the **Item Listener/Action Listener** of the combo boxes.
When the selected item is changed (i.e., the user select one option from the combo boxes), calculate the total cost, based on the design option selected. Use **switch** statement in the program.
Display the result in a **JLabel**.

Grading criteria:

(1) Correctness
   (a) The code can be compiled without any syntax error.
   (b) Variables and named constants are used; i.e., each price for the design option is declared as named constants.
   (c) The code can generate the requested results.
   (d) The program is properly documented using comments (/**…..*/ and   //.)
(2) Technique used
   (a) **JFrame**, **JLabel**, and **JComboBox** are used, and named properly; i.e., the names of the objects should be descriptive.
   (b) The JComboBox class's **getSelectedIndex()** method is used.
   (c) **swtich** statement is used.
   (d) One **ActionListener** is implemented to handle the event of all combo boxes.