

Computer Science III Honors

GUI Project

Major Evaluation

Create a GUI application that would be useful for someone in a work situation. It should be something practical that serves a useful purpose. It should NOT be a game.

It must include

- Multiple frames (with names in the title bars)
 - Information must be passed between frames at least one way
- At least 2 different layouts – used to make the windows visually organized/appealing – You may not create them using NetBeans or other GUI builder for this project.
- Nested components
- At least 3 types of listeners
- Easy for the user to interact with and understand
- Clear functionality with some sort of input and output
- Effective use of color
- At least one enhancement to the standard GUI (sound, graphics, icons, etc)
- At least 5 different types of GUI elements within the frames (buttons, menus, fields, labels, etc.)
- Must provide useful functionality
- Must be fully documented (10 points)
- You must create a *.jar for the application.