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Module 12 GUI Design

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First I define all my needed components. In my app I used 1 Jframe, 1 Jbutton, 3 Jtextfields, and 3 Jlabels. In the tutorial I watched it said its best to have the app be non static so I call a method called App() in my main method. In the App method I set the size and layout of the Jframe where all of my components will reside. I define the locations of all components using setBounds(). I wanted one of the Jtextfields to display the calculation output so I used setEditable(fasle). Then add all my components to the Jframe.

Once I had my UI set, I created an ActionEvent for the button. To do this I had to implement ActionEvent in my class App. I created a function that listens for an event (this will be the click of my button), then takes input from the first 2 textfields, converts then from strings to Integers, adds them together, then converts back to a string to set the output field to. I then added this ActionEvent to by button by using addActionListener(this).