プログラム設計 第 14 週

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課題 14-1 のプログラム例
                                                     private Button b1;
                                                     private Label 11;
import java.awt.*;
                                                     MySticky() {
import java.awt.event.*;
                                                         f1 = new Frame("Sticky");
                                                         tf1 = new TextField("何か入力してくださ
class MyFrame implements ActionListener {
                                                 い");
   private Frame f1;
                                                         b1 = new Button("New");
   private Button ok, cancel, exit;
                                                         11 = new Label("ラベル");
   MyFrame() {
       f1 = new Frame("Buttons");
                                                         f1.add(tf1, BorderLayout.NORTH);
       cancel = new Button("Cancel");
                                                         f1.add(b1, BorderLayout.CENTER);
       ok = new Button("OK");
                                                         f1.add(l1, BorderLayout.SOUTH);
       exit = new Button("Exit");
                                                         //課題 14-2
       f1.setLayout(new FlowLayout());
                                                         tf1.addActionListener(this);
       f1.add(cancel);
                                                         //課題 14-3
       f1.add(ok);
                                                         b1.addActionListener(this);
       f1.add(exit);
       cancel.addActionListener(this);
                                                         f1.pack();
       ok.addActionListener(this);
                                                         f1.setVisible(true);
       exit.addActionListener(this);
                                                     }
       f1.pack();
                                                     public void actionPerformed(ActionEvent e) {
       f1.setVisible(true);
                                                         //課題 14-2
                                                         if(e.getSource()==tf1) {
   public void actionPerformed(ActionEvent e) {
                                                              String s1;
       if(e.getSource()==cancel) {
                                                             int n1;
           System.out.println("キャンセル");
                                                              s1 = tf1.getText();
                                                             n1 = Integer.parseInt(s1);
       if(e.getSource()==ok) {
                                                             n1++;
           System.out.println("OK");
                                                              s1 = String.valueOf(n1);
                                                             11.setText(s1);
       //課題 14-1
                                                         }
       if(e.getSource()==exit) {
                                                         //課題 14-3
           System.exit(0);
                                                         if(e.getSource()==b1) {
                                                              //ここは課題 12-2 と同じ
   }
                                                              String str;
   public static void main(String[] args) {
                                                              str = tf1.getText();
       MyFrame obj = new MyFrame();
                                                              Frame sticky = new Frame();
   }
                                                              Label stickylabel = new Label();
}
                                                              sticky.add(stickylabel, BorderLayout.CENTER);
                                                              stickylabel.setText(str);
課題 14-2, 14-3 のプログラム例
                                                              sticky.pack();
package week11301;
                                                              sticky.setVisible(true);
import java.awt.*;
                                                         }
import java.awt.event.*;
                                                     }
                                                     public static void main(String[] args) {
class MySticky implements ActionListener {
                                                         MySticky obj = new MySticky();
   private Frame f1;
   private TextField tf1;
                                                 }
```