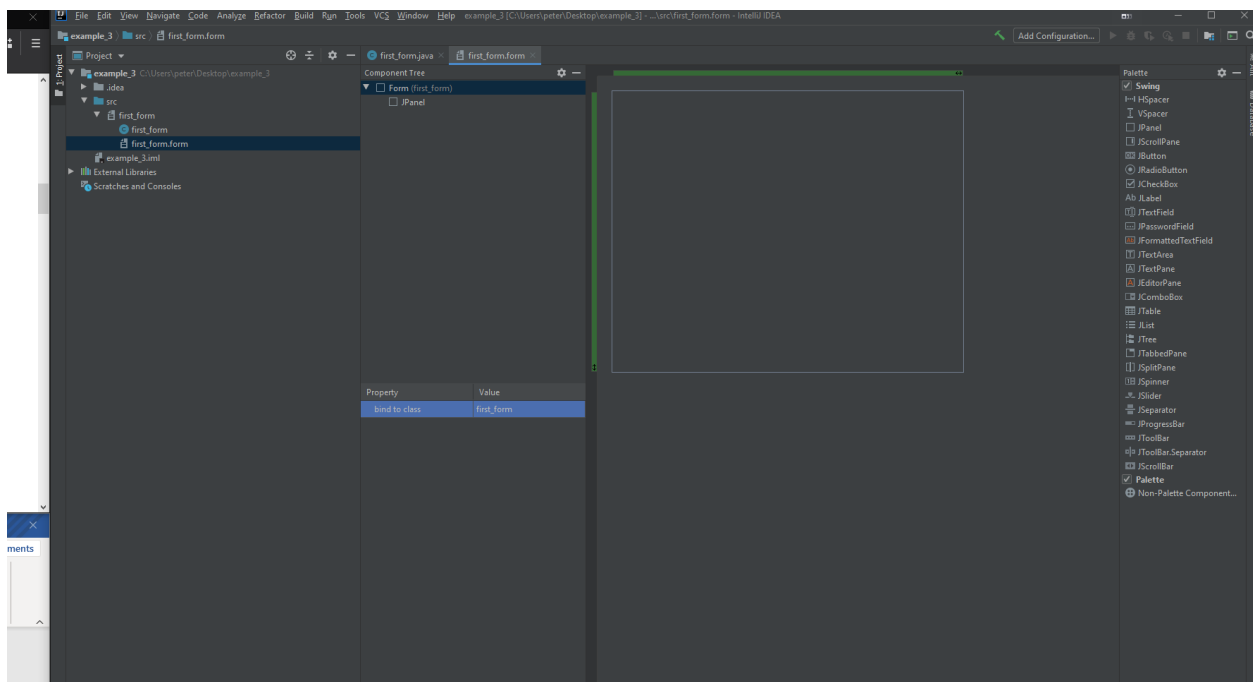
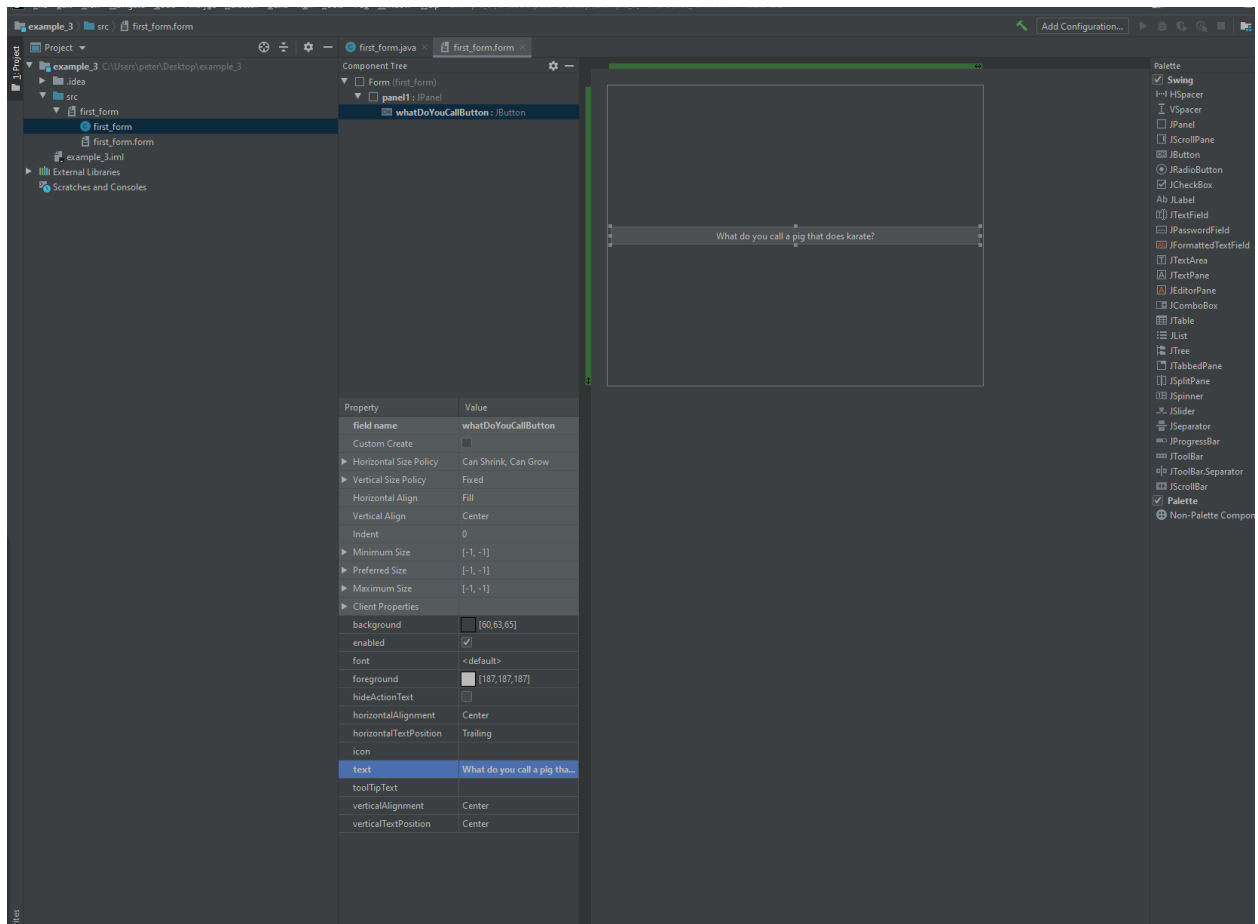


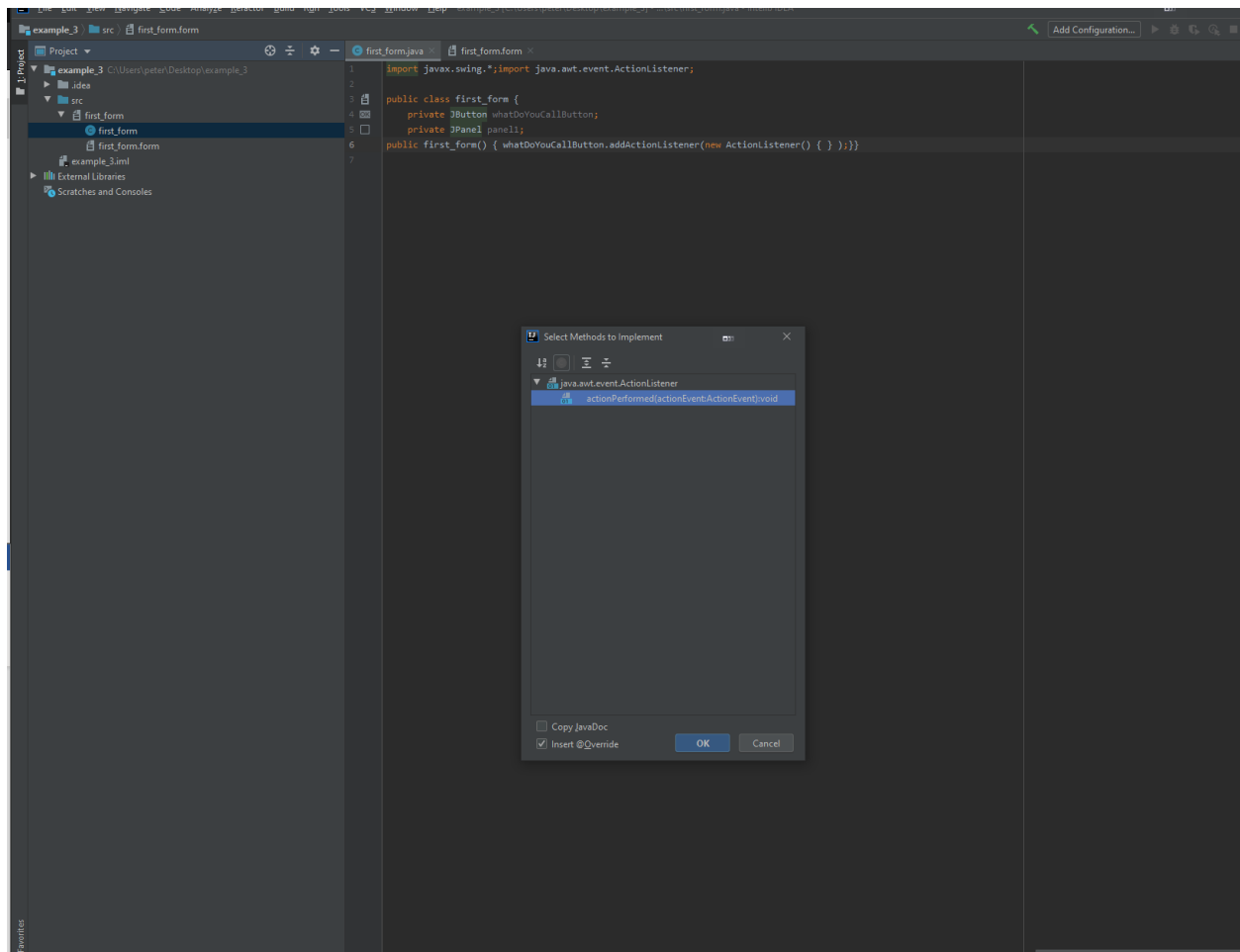
Create a new kotlin project within intelj ide



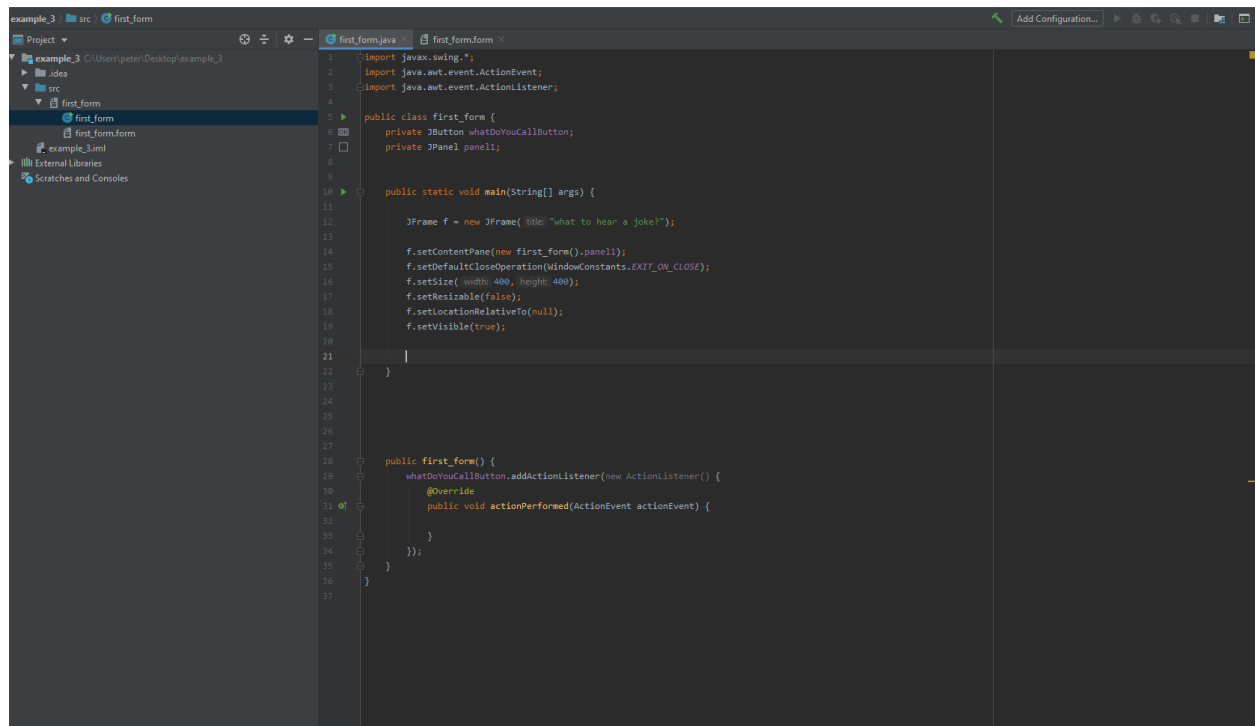
Right click on the source folder on the left and then new, new dessginer, swing form. Give it a name and your screen should look like this. This will be the main window the user will see when the program starts up.



Add a button to the panel and then change the text on the button as you like.

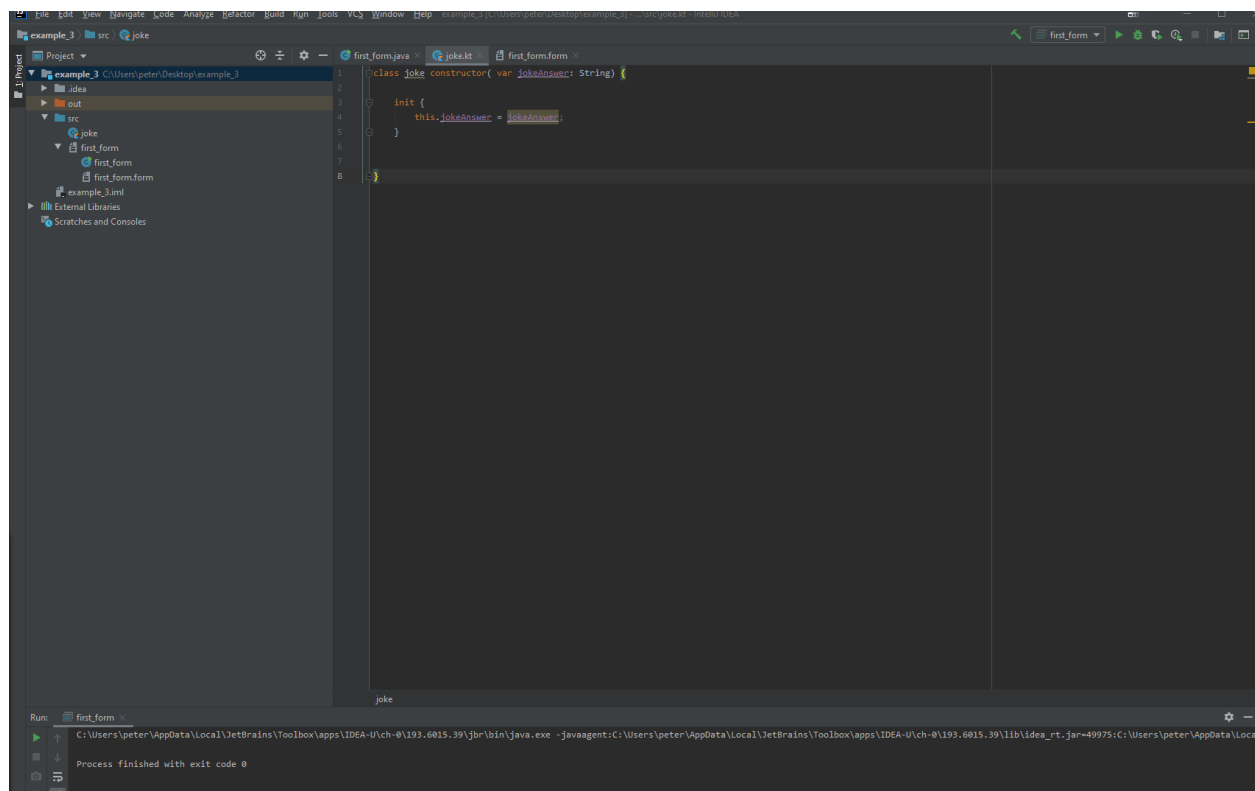


Next lets add a listener to the button. Right click on the button and go to create listener, then click on action listener.



```
1 import javax.swing.*;
2 import java.awt.event.ActionEvent;
3 import java.awt.event.ActionListener;
4
5 public class first_form {
6     private JButton whatDoYouCallButton;
7     private JPanel panel1;
8
9
10    public static void main(String[] args) {
11
12        JFrame f = new JFrame( "What to hear a joke?");
13
14        f.setContentPane(new first_form().panel1);
15        f.setDefaultCloseOperation(WindowConstants.EXIT_ON_CLOSE);
16        f.setSize( width: 400, height: 400);
17        f.setResizable(false);
18        f.setLocationRelativeTo(null);
19        f.setVisible(true);
20
21    }
22
23
24
25
26
27
28    public first_form() {
29        whatDoYouCallButton.addActionListener(new ActionListener() {
30            @Override
31            public void actionPerformed(ActionEvent actionEvent) {
32
33            }
34        });
35    }
36
37 }
```

Next we need to create a static void main so there is a main function to be called. Then we need to fill it with the panel object and set values on the object so it can be seen by the user.



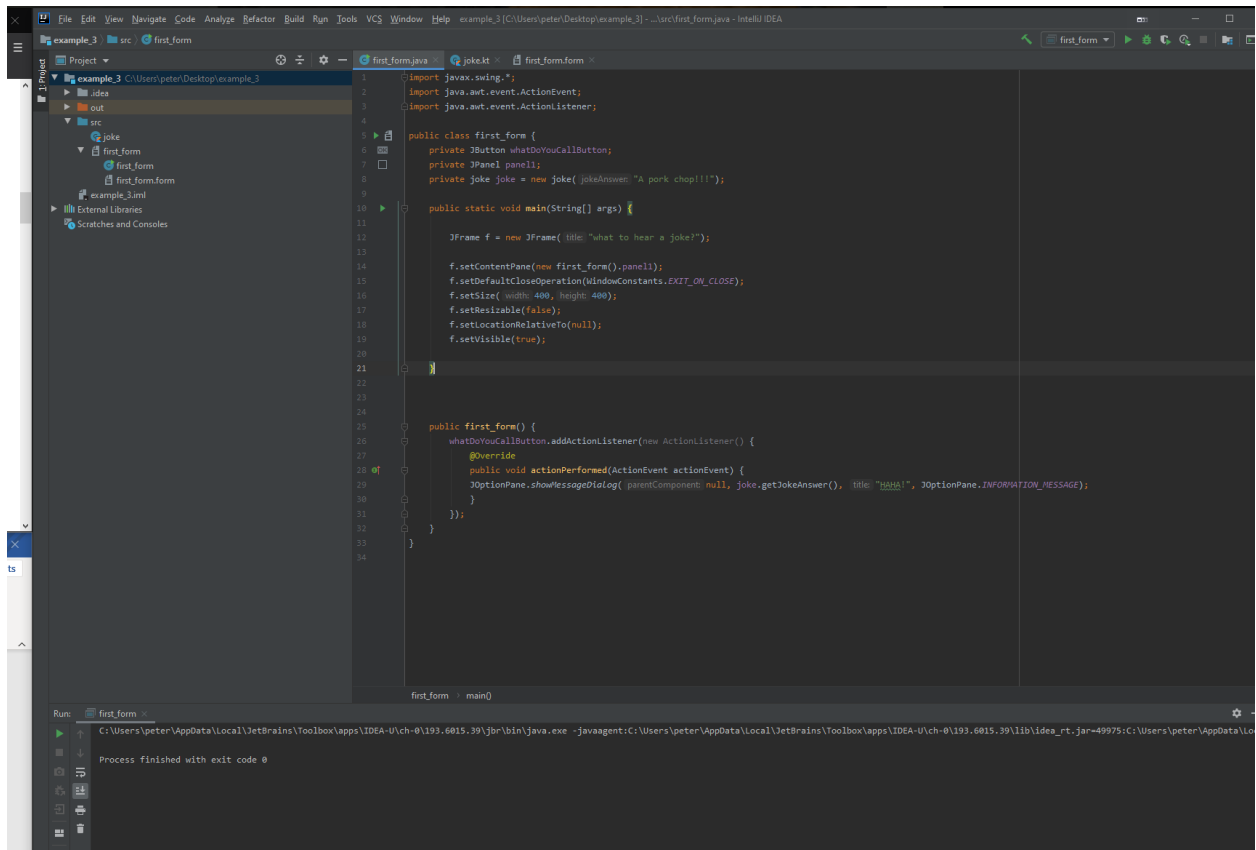
```
1 class joke constructor( var jokeAnswer: String) {
2
3     init {
4         this.jokeAnswer = jokeAnswer;
5     }
6
7 }
8
```

Run: first_form

C:\Users\peter\AppData\Local\JetBrains\Toolbox\apps\IDEA-U\ch-0\193.6015.39\bin\java.exe -javaagent:C:\Users\peter\AppData\Local\JetBrains\Toolbox\apps\IDEA-U\ch-0\193.6015.39\lib\idea_rt.jar=49975:C:\Users\peter\AppData\Local\...

Process finished with exit code 0

Next we are going to add a class that will hold the joke to our answer. This class holds the one filed and the init method is our constructor for this class.



```
1 import javax.swing.*;
2 import java.awt.event.ActionEvent;
3 import java.awt.event.ActionListener;
4
5 public class first_form {
6     private JButton whatDoYouCallButton;
7     private JPanel panel1;
8     private joke joke = new joke( jokeAnswer: "A pork chop!!!");
9
10    public static void main(String[] args) {
11
12        JFrame f = new JFrame( "What to hear a joke?");
13
14        f.setContentPane(new first_form().panel1);
15        f.setDefaultCloseOperation(WindowConstants.EXIT_ON_CLOSE);
16        f.setSize( width: 400, height: 400);
17        f.setResizable(false);
18        f.setLocationRelativeTo(null);
19        f.setVisible(true);
20    }
21
22
23
24
25    public first_form() {
26        whatDoYouCallButton.addActionListener(new ActionListener() {
27            @Override
28            public void actionPerformed(ActionEvent actionEvent) {
29                JOptionPane.showMessageDialog( parentComponent: null, joke.getJokeAnswer(), title: "Haha!", JOptionPane.INFORMATION_MESSAGE);
30            }
31        });
32    }
33 }
34
```

Run: first_form - main()
C:\Users\peter\AppData\Local\JetBrains\Toolbox\apps\IDEA-U\ch-0\193.6815.39\bin\java.exe -javaagent:C:\Users\peter\AppData\Local\JetBrains\Toolbox\apps\IDEA-U\ch-0\193.6815.39\lib\idea_rt.jar-49975:C:\Users\peter\AppData\Lo
Process finished with exit code 0

Now we need to create the class in the main form file, Give it a default parameter, and make a popup appear when the user clicks the button showing the answer to the joke

Now run your program and see how funny your joke is!