

Practical Assignment 2

Note:

In answering the question below, ensure that you follow all the relevant practices and rules covered in lectures.

Marks for this assignment will be awarded for a neat GUI that closely matches the examples given, as well as correctly functioning code.

Write a GUI that generates a multiplication or division table. A multiplication or division table is a useful tool for learning simple multiplication and division sums. The GUI is given below.

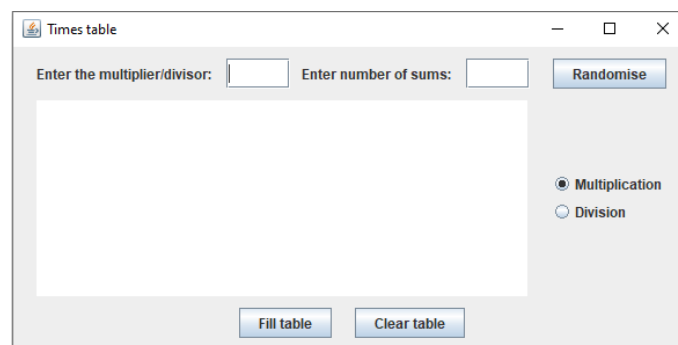


Figure 1. GUI

- The user can choose between doing multiplication or division using the Radio Buttons on the right
- The user should enter the multiplier or the divisor (depending on whether they have choose multiplication or division). The user should also enter how many sums should be produced. For example, Figure 2 shows 8 sums where the multiplier is 3 and Figure 3 shows 11 sums where the divisor is 7.

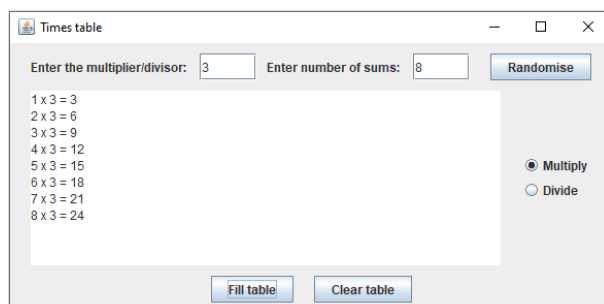


Figure 2. GUI with 8 sums and a multiplier of 3.

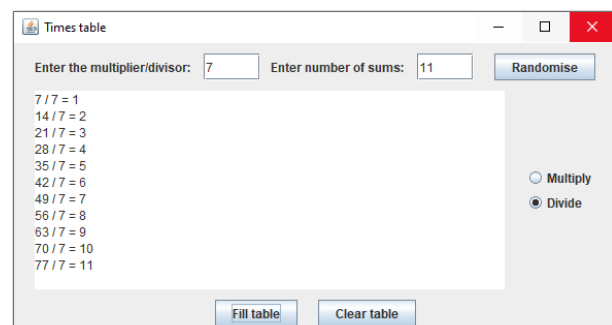


Figure 3. GUI with 11 sums and a divisor of 7.

The multiplier or divisor and the number of sums should be randomly set to an integer between 2 and 12 when the user clicks the “Randomise” button.

- The text area should be filled with sums when the user clicks the “Fill table” button.
- The text area should be cleared when the user clicks the “Clear table” button.

Tips

- The following diagram gives a rough indication of the layout of the panels. Each panel used BoxLayout.

