

Graphical User Interfaces

Task 1 – Tic-Tac-Toe Game

The Tic-Tac-Toe game application is a simple project developed using GUI (Graphical User Interface) in Java. It is very easy to understand and play, players generally prefer this kind of game when they're bored and want something to play which is quick and easy.

Abstract: The game starts with two players as active members, having a one-print board on the screen which displays 9 boxes (i.e., 3×3). The first person who starts the game has to enter either X or O for any one box, followed by the other player entering the other X or O (opposite to what the first player has entered). This continues unless any one of them gets a line cut either diagonally or straight. And the person who finds the line is the winner of the game.

Task 2 – Word Counter

A simple project for beginners is good to start. It can be built using Swing in Java. Here, the application tells you the no of words, the entered paragraph has.

Abstract: This Java application is best suited for counting words. Remember, our childhood days when we were asked to write an essay on a given topic where the word length should be 500 or 1000. This application comes with a feature that could help you. Along with word count, it also tells you the number of characters, words, and paragraphs it has. Also, it is completely free to use and there's no word count limit.

Technologies Required: Java, Java Swing, Java Framework (JFrame), and Applet.