**YouTube tutorial 66-67 – JRadio program**

**2nd class – GUI.java:**

**import** java.awt.\*;

**import** java.awt.event.\*;

**import** javax.swing.\*;

**public** **class** GUI **extends** JFrame{

**private** JTextField tf;

**private** Font pf;

**private** Font bf;

**private** Font itf;

**private** Font bif;

**private** JRadioButton pb;

**private** JRadioButton bb;

**private** JRadioButton ib;

**private** JRadioButton bib;

**private** ButtonGroup group;

**public** GUI(){

**super**("the title");

setLayout(**new** FlowLayout());

tf = **new** JTextField("Bucky is awesome and hot", 25);

add(tf);

pb = **new** JRadioButton("plain", **true**);

bb = **new** JRadioButton("bold", **false**);

ib = **new** JRadioButton("italic", **false**);

bib = **new** JRadioButton("bold and italic", **false**);

add(pb);

add(bb);

add(ib);

add(bib);

group = **new** ButtonGroup();

group.add(pb);

group.add(bb);

group.add(ib);

group.add(bib);

pf = **new** Font("Serif", Font.*PLAIN*, 14);

bf = **new** Font("Serif", Font.*BOLD*, 14);

itf= **new** Font("Serif", Font.*ITALIC*, 14);

bif = **new** Font("Serif", Font.*BOLD*+Font.*ITALIC*, 14);

tf.setFont(pf);

//wait for event to happen, pass in font object to constructor

pb.addItemListener(**new** HandlerClass(pf));

bb.addItemListener(**new** HandlerClass(bf));

ib.addItemListener(**new** HandlerClass(itf));

bib.addItemListener(**new** HandlerClass(bif));

}

**public** **class** HandlerClass **implements** ItemListener{

**private** Font font;

//the font object gets variable font

**public** HandlerClass(Font f){

font = f;

}

//sets the font to the font object

**public** **void** itemStateChanged(ItemEvent event){

tf.setFont(font);

}

}

}

**1st class – apples.java:**

**import** javax.swing.JFrame;

**class** apples{

**public** **static** **void** main(String[]args){

GUI go = **new** GUI();

go.setDefaultCloseOperation(JFrame.*EXIT\_ON\_CLOSE*);

go.setSize(300, 200);

go.setVisible(**true**);

}

}

**Important notes:**

* In terms of introducing new object through HandlerClass handler = new HandlerClass(); , this one is quite different from the previous tutorial.

And pretty much self-explanatory.