CS 180 Problem Solving and Object Oriented Programming
Fall 2011

Homework #7

Assigned Saturday October 22, 2011
To be turned in during your recitation session (October 27-28, 2011)

Q1. Solve Exercise 13.18 from the textbook. Note that this assignment will help you learn how to decorate a button with a picture and also generate sounds. An electronic version of Program 13.8 IconIllustrator.java is available at

http://www.cs.purdue.edu/homes/apm/courses/CS180Fall2011/bookPrograms/Chapter13GUI/Programs/

The required picture and sound files are also found at

http://www.cs.purdue.edu/homes/apm/courses/CS180Fall2011/bookPrograms/Chapter13GUI/

Q2: Modify the program you wrote in Q1 (by modifying Program 13.8) so that when the mouse enters the decorated button the bark sound is generated. Thus, in the program you write for this question, the bark sound will be generated both when the button is clicked as well as when he mouse enters the button.

If you wish you may turnin only one program (for Q2) for this homework. Alternately, you may turn in both programs (for Q1 as well as for Q2).