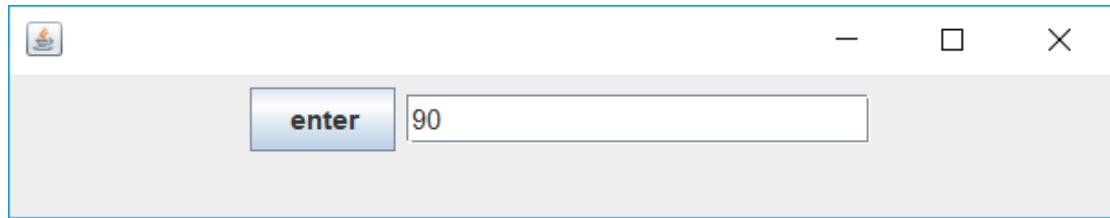


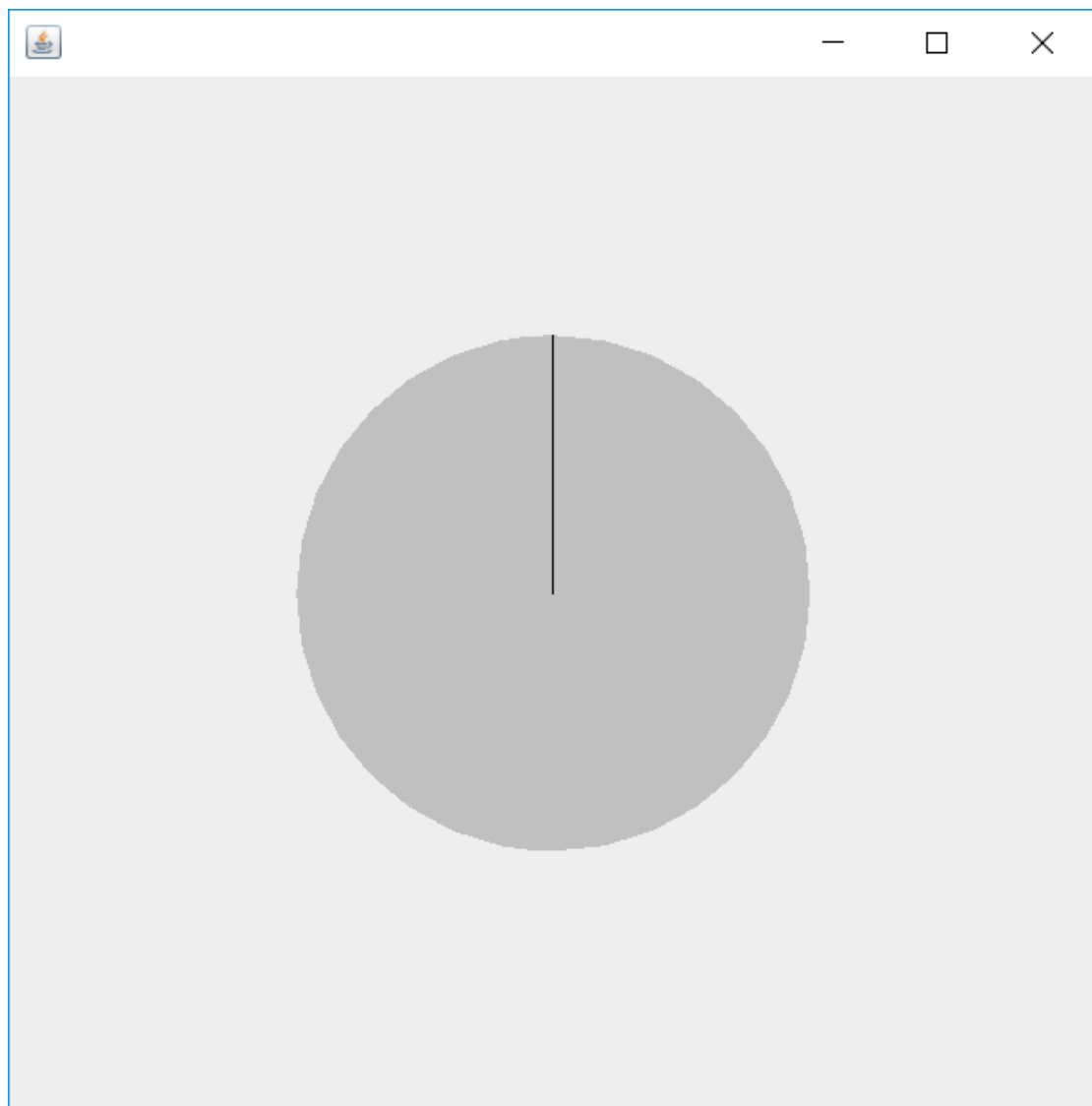
LAB 4 Thursday

First, create a Frame (Frame A) with a button and a textfield.

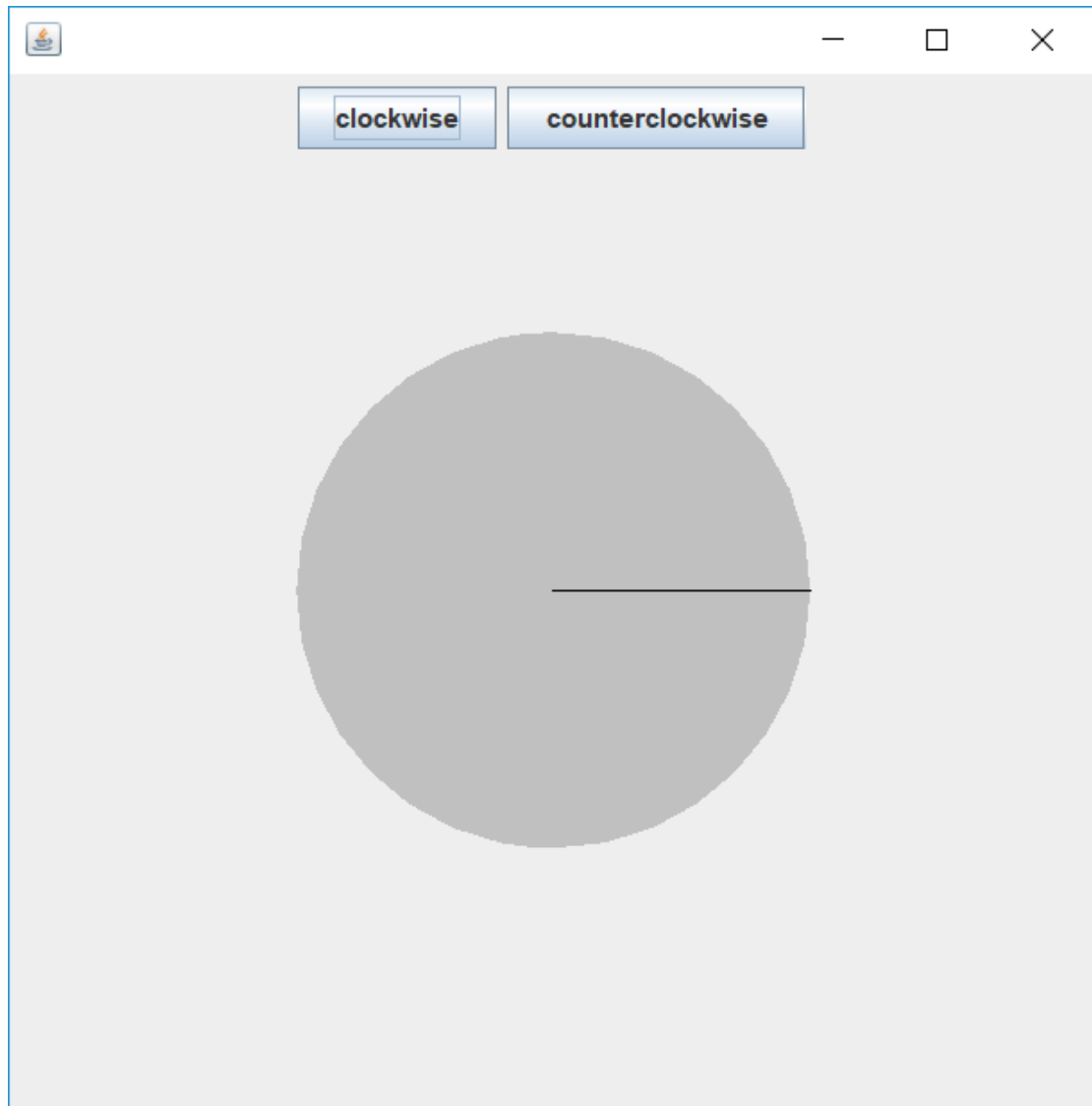


When user key in an angle and click the enter button. Your program must new the other frame (Frame B) showing the line and the circle

The line must draw on a Panel.



Advance Requirements:



Then notice there are two button on the top of this Panel. When user click the button clockwise, your program must turn the line 10 degree clockwise.

Requirements:

1. Two Frame, the first on contains a Button (Enter) and a Text Field, the second one contains a Panel.
2. Your Panel must implement the ActionListener. And handle the event in your Panel' s actionPerformed member.

Advance Requirements:

1. Second Frame' s Panel contain two button (Clockwise & counterclockwise).
2. you need to destroy the whole Panel from your frame and new a Panel.
(you can't use repaint)

HINTS:

`event.getSource()`