

CST8284 Object Oriented Programming

Lab 6 – Swing GUI design and event handling. **Due in the lab period of week 14**

References: Deitel uploaded chapter 26: Swing GUI components Part I

Part A: Create a design concept.

- Design a “pencil and paper” GUI. Refer to the uploaded “cst8284F18lab6designconcept.jpg” and “cst8284F18lab6level_1algorithm.jpg”. You may use these photos as the basis of your GUI design, or, you may design your own.
- If you plan to design your own, only use the java 8 API – do not use third party classes. When you demo your lab you may be expected to explain lines of code.

Part B: Code your GUI:

- You may use the uploaded starter code. Refer to the screen capture in figure 1 to see what it is currently capable of. The starter code for class CalculatorGUI has a commented suggested algorithm. The starter code for class Lab6Driver is complete and does not require any other modifications.

Complete demo worth 2 points – incomplete demo worth 1 point.

Figure 1: Starter code GUI rendered

