

Lab 01: Simple GUI Applications

This exercise must be completed during the lab period.

Overview

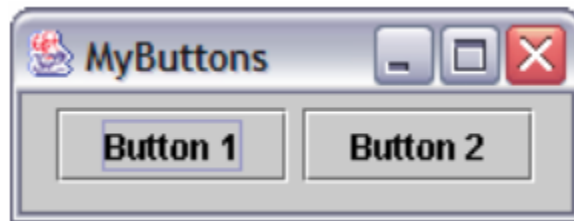
The purpose of this exercise is to introduce you to Java GUI applications.

Part 1:

Create a GUI application called **MyButtons** with a frame that contains two buttons. Set the frame layout to `FlowLayout`. Create two `JButton` objects. Label the first button **Button 1**, and the second, **Button 2**. Add these two buttons into the `JFrame`. Set the size of the frame to 200 pixels by 75 pixels. Make sure to close the frame when the user clicks the close button.

Create a separate test class called **TestMyButtons**. The only thing this class should do is to instantiate a **MyButtons** object.

Your completed GUI should look like this:



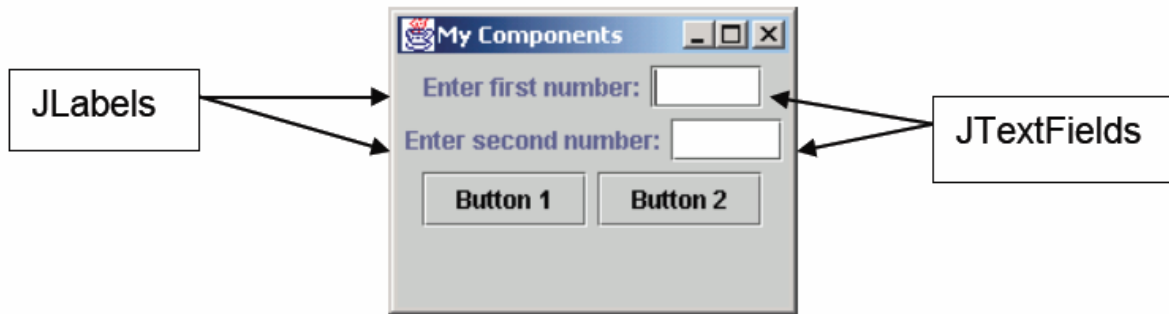
Now stretch the frame so it is wider. What happens to the buttons?

Now switch the two lines in your code where you added the buttons to the `JFrame`. How did it change the appearance of the GUI?

Exercise 2 – Simple GUI Applications 2 (3 Points)

This exercise must be completed during the lab period.

Create another GUI application called **MyComponents**. Set the frame's layout to `FlowLayout`. It will initially look like the following:



As you did in part 1, stretch the frame a little bit at a time. Notice how the components keep moving. In fact, sometimes the labels get separated from the text fields making the GUI difficult to use.

To fix the problem, create another GUI application called **MyComponentsA**. Write code as follows:

- 1) Set the frame's layout to `BorderLayout`
- 2) Create three `JPanel` objects, `jpNorth`, `jpCenter`, and `jpSouth`
- 3) Add the first label & text field to `jpNorth`
- 4) Add the second label & text field to `jpCenter`
- 5) Add two buttons to `jpSouth`
- 6) Now add each `JPanel` objects to the North, Center, and South areas of the `BorderLayout`

Your program should look like the following:

