

Lab 03: Handling Events

Exercise 1 - Handling Events (2 Points)

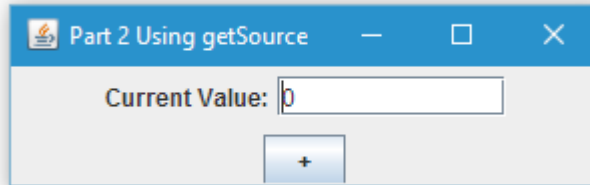
The exercise must be completed during the lab period.

Overview

The purpose of this exercise is to handle events from buttons in a number of ways.

Part 1: (MyEventA.java)

Create a GUI interface that looks like below. Do not restrict resizing the window. The position of the components must not change to a different row if the window is resized horizontally. You **must** use at least one panel. The Layout Manager of the frame **must** be GridLayout.



How many panels did you use? _____

For each panel, give the Layout Manager that you used and where it was placed in the GridLayout manager.

Part 2: Now add the event handling that will:

- Add 1 to the displayed value whenever the plus button is pressed

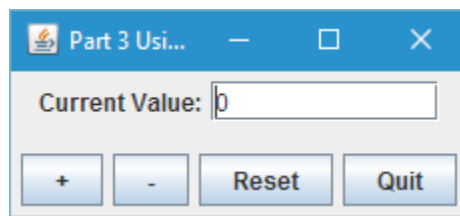
Exercise 2 - Handling Events (3 Points)

The exercise must be completed during the lab period.

Overview

The purpose of Exercise 2 is to use the **getActionCommand** (Part 1) and also to use a separate listener class (Part 2).

Part 1: (MyEventB.java)



Modify your solution from Ex 1 Part 2 and add the necessary components for the frame to look like the picture above, also to use the **getActionCommand** method to recognize events so that the functionality of the program is as the following:

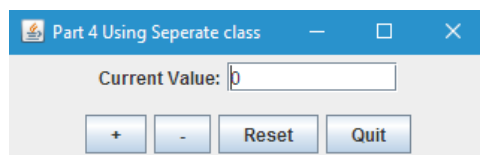
- Add 1 to the displayed value whenever the plus button is pressed
- Subtract 1 from the displayed value whenever the minus button is pressed
- Resets the displayed value to 0 whenever the reset button is pressed
- Halt the application whenever the quit button is pressed.

Note: you may need to resize horizontally to have the complete title displayed.

Part 2: (MyEventC.java)

Modify your solution from Part 1 to implement the action listener for the **Reset** button in a separate class name **ResetListener** so that the functionality of the program is the same as Ex 2 Part 1.

Hint: what components will you need to access in your new class? For each component, you will need to declare an instance variable in your new class to store a reference to that component. The constructor is the only way to pass the references to the required components into your class.



Note: you may need to resize horizontally to have the complete title displayed.