King Saud University

College of Computer and Information Sciences

Department of Computer Sciences

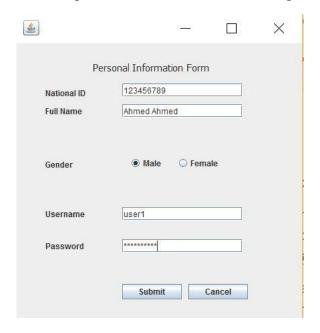
CSC-113, Computer Programming II – Fall (2016/2017)

"Graphical User Interface (GUI)"

(TUTORIAL - SOLUTION)

Exercise 01:

In order to implement the following Java GUI, which of the following Constructors are required:



- a. JFrame
- b. JTextField
- c. JPasswordField
- d. JButton
- e. All of the above (Answer)

Exercise 02:

The serialization class **serialVersionUID** is used to:

- a. Version number to the class load for Sender only
- b. Version number to the class load for Receiver only
- c. Version number to the class load for both Sender and Receiver (Asnwer)

Exercise 03:

Write the Java code block for:

- a. An empty text field
- b. Set the Text of the field
- c. Set the number of the Columns

Answer:

```
JTextField textField = new JTextField();
textField.setText("Java GUI Tutorial");
textField.setColumns(35);
```

Exercise 04:

Add the Text field used in previous exercise in the Java Container (frame). Demonstrate how it can be added in *frame*, *dialog*, *panel* and *applet*.

Answer:

```
frame.add(textField);
dialog.add(textField);
panel.add(textField);
applet.getContentPane().add(textField);
```