

This document contains information about laboratory exercises.

Object programming - classes 10

Subjects - GUI, Swing, Applets

1. Create user interface.

1. Download and import to eclipse project for today laboratory. Open file *HelloWorldFrame.java*.
2. Create four new objects of type *JLabel* and add them to *Frame*.
3. Check on the Internet what layout manager is used by default by *JFrame*. Change it so you could see all five captions.
4. Create two new objects of type *JButton* and put them inside *JPanel* object. Add this new panel to our *Frame*.
5. Set for *JButton* objects hotkeys by *setMnemonic()* and advice message *setToolTipText()*. Check if it is working correctly.
6. Serve action generate by *JButton* objects (*addActionListener()*). Put as *ActionListener* class our class *CreateAndShowGUI* (this).
7. After pushing the button change text in first label to *I've pressed button XX* and change background color of label.
8. Add to panel third button of type *JButton*. Define action after pressing button using anonymous implementation of *ActionListener* interface.

2. Applets.

1. Open file *CounterApplet.java*. Run applets and see how it works.
2. Copy code form previous task into method *init*. Change every appearance of object frame to *this*.
3. Generate *JAR* file form our project.
4. Create new file with extension *.html*.
5. Add to source file (*.html*) code

```
<applet
  code = 'PacketAndAppletClass'
  archive = 'JarFileName',
  width = 300,
  height = 300 />
```
6. Open created page in any web browser.