

Lab 10: Java GUI

UWYO COSC 2030

1 Introduction to Java GUI

Compared to many other programming languages, Java excels as a means for efficiently and succinctly writing Graphic User Interfaces (GUIs). GUIs enable users to interact with electronic devices through graphical icons and visual indicators.

In this lab, you will create a basic GUI using Swing components, including JLabel, JTextField, and JButton. Documentation is linked below. The final link contains a usage example of different Swing components.

- <https://docs.oracle.com/javase/tutorial/uiswing/>
- <https://www.codejava.net/java-se/swing/java-swing-hello-world-tutorial-for-beginners-using-text-e>

(Side note: I do not suggest using VS Code to run your code for this particular lab, as previous students have reported difficulties using the Java extensions.)

2 Assignment

Accept the assignment here: <https://classroom.github.com/a/6wdK2mA4>

Complete the `initComponents` and `actionPerformed` functions using the three Java Swing components mentioned above: JLabel, JTextField, and JButton. Follow the instructions in the comments of the provided program outline if you need additional instructions. You will construct a simple GUI that accepts text input and then displays a message using that input text. A video demonstration of a completed GUI example is included in your repository for this assignment.

3 Submission

Submit on Github Classroom. Remember to include a README.md file with your name and any assistance received.

& An Invitation

My dissertation defense is scheduled for Wednesday, April 29 at 1:30 pm in EN 1062. Feel free to attend!