Exercise 1: Using Java Online Documentation

CS 116

Aug. 28, 2002

1. Look up the Frame class. Construct a Frame object called myFrame with a title “My first frame.”

   The frame class inherits the method `setSize(int width, int height)` from the Component class which can be used to change the size of the Frame. Use this method to change the size of myFrame to a width of 100 and a height of 200.

   The Frame class inherits the method `setVisible(boolean b)` from the Component class which allows us to make the Frame visible or not depending on whether we set b to `true` or `false`. Use this method to make myFrame visible.

   Look up the method `setLocation` and use this method to move the Frame on the screen to position (10,20).

2. Look up the Color class. Construct a Color object called myColor with a red value of 10, a green value of 100, and a blue value of 50. How would you make a brighter or darker version of this color?

3. Look up the Button class. Construct a Button object called myButton with a label “Push me.” How would you change the label on myButton to “Push me, again”?

4. Look up the Graphics class. Construct a Graphics object called `g`. How would you draw a line that starts at point (10,20) and ends at point (50,60) in the graphics object?