CS205 – Lab 0B

Objectives: In this lab you will learn how to

- make use of Java swing components and layouts

- use event driven programming

Follow the steps in this lab carefully and complete the assignments. Remember to use good pair programming techniques.

1. Download lab0b.zip file from the course web site. Try it out and verify that you understand all the code.

2. Modify the class to include a second JTextField (as well as a JLabel for it) that serves as an input box. When the user types a number in the box and hits enter, that number will overwrite the value in the counter JTextField. You should use a GridLayout to make everything look nice in the JFrame. You will also want to use the Integer.parseInt method to convert the text in the box into an integer.

3. Modify the class so that when you click on the "Counter" label it changes to "Decrementer" and changes the text of the button to "Decrement" as well. If you click on the label again, it will change back to "Counter". The button in decrement mode will subtract from the count, rather than add. To accomplish this you will want the label to have a MouseListener.

4. Make sure that the javadoc comments in your file indicate both members of the pair and submit one copy for grading.