

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?