



GUIs and Events

2/27/2006



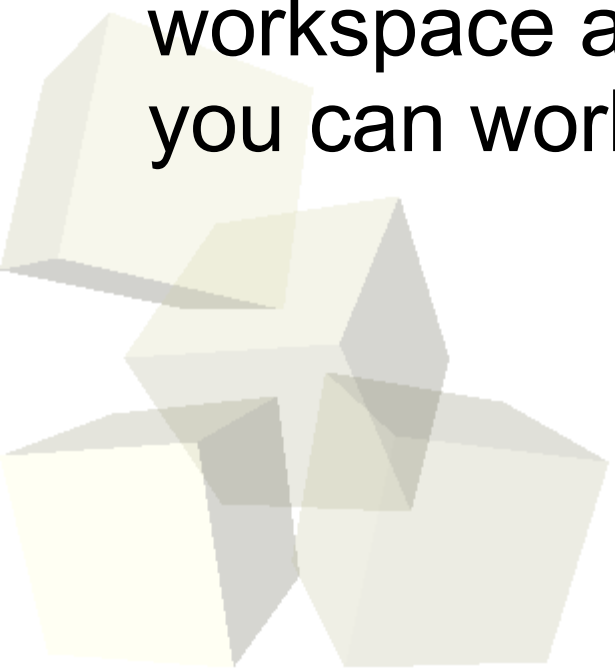


Opening Discussion

- Do you have any questions about the quiz?
- A big part of the logic behind introducing inner classes, especially the anonymous ones, was that the listener model of handling events requires programmers to create lots of little classes. Consider the code we wrote last time and what it would look like without anonymous inner classes.
- Do you have any questions about the assignment?
- How do you get GUIs to respond to user input in Java?



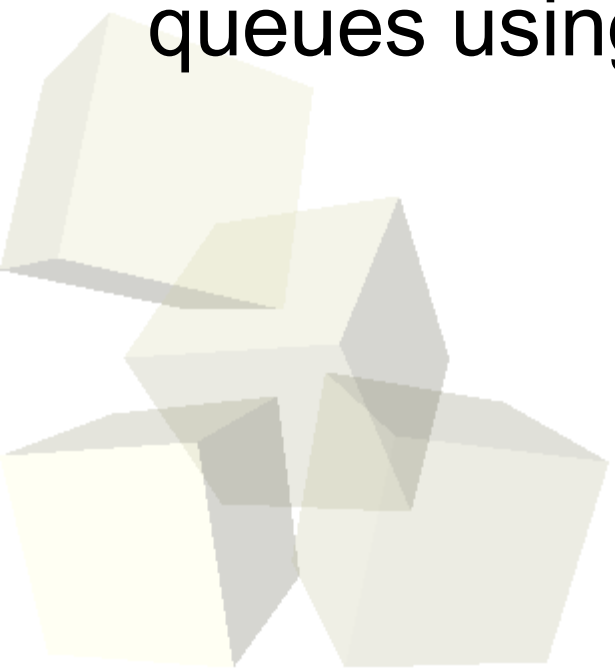
- We want to fill out our drawing application some. We want to focus some on the GUI elements and making them interact with the user.
- There is also a fair bit of design work that goes into this. Some code is present on the course web site if that you didn't get to enter last time. You could save that into the proper place in your workspace and change the package name so that you can work along if you want.





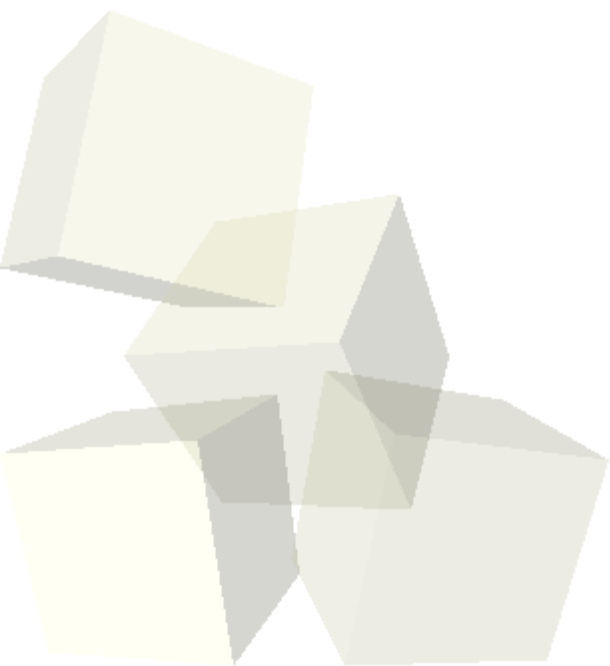
Stacks/Queues with Linked Lists

- The last time we talked about stacks and queues we implemented the ADTs using arrays. Part of the idea of an ADT though is that the implementation can vary as long as it has the right behavior.
- Since you now know how to write linked lists, we want to look at how we would write stacks and queues using linked lists.





- If any time is left let's go back and try to implement some more aspects of our drawing program.





- Do you have any questions about how our “drawing” program is going to work? We have now gone about two weeks beyond the introduction to Java. Do you feel that the language is becoming more natural to you? What aspects of Java, if any, still hang you up some?
- The midterm is in one week.

