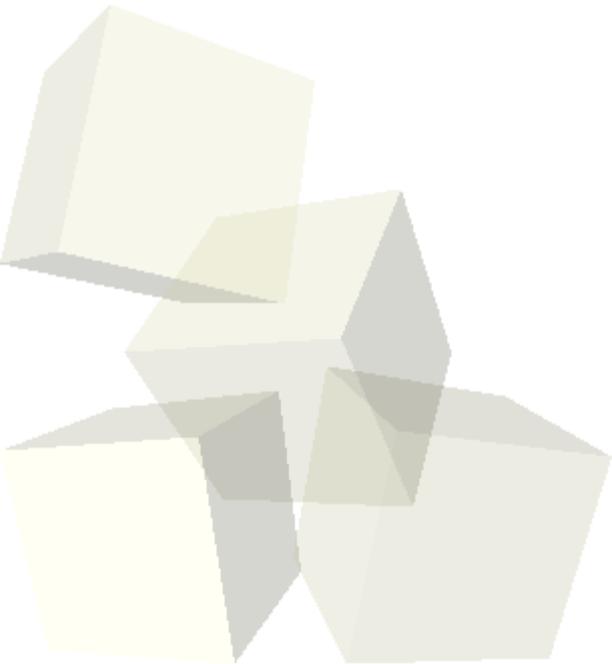
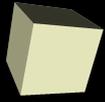




Playing with GUIs

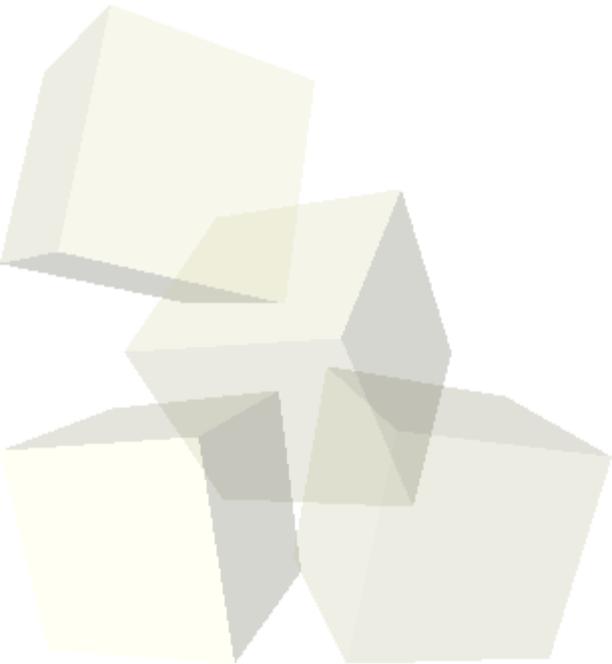
4/25/2008

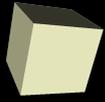




Opening Discussion

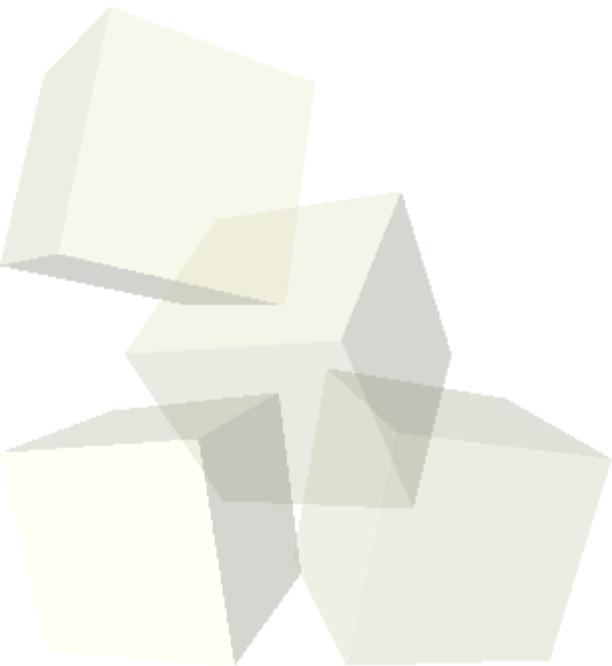
- Solutions to the interclass problem.
- Do you have any questions about the project?





GUIs and Events

- Let's look at what we wrote last class to make our tic-tac-toe game. It actually has some problems that we didn't notice, but could fix fairly easily.





- Because a lot of projects could benefit from this, I want to do a little example where we put a table in a GUI.
- Table's are great for displaying data and we can set up a simple table in Java fairly easily with the JTable class. I want to make a basic application that allows us to enter values into a table. We might even try having buttons so we can add rows or columns.
- We'll spend the rest of the day working on code for GUIs to make sure you have the hang of them.



- What are you going to do this weekend?
- Quiz #6 will be next class.
- Interclass Problem – Write a GUI with two buttons and a text field. The buttons should be labeled + and – and the text field should display a number. When you hit + the number should get one bigger. When you hit – it should get one smaller.

