Opening Discussion

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