

GUI Exercise

Exercises

1. The following exercises rely on the code GUICode.zip available in the Schedule section of the class web page.

- a. Modify the CounterGUI class so the incrementButton relies on an anonymous inner class to increase the value presented.
- b. Add a button (and expected functionality) to the CounterGUI class that resets the value to zero. Feel free to rearrange the GUI as you see fit. One alternative is to use BorderLayout.WEST to place the reset button.
- c. Modify the TextFileReaderFont.TextFileReader GUI so it has a checkbox that allow us to select whether text should be in bold or not. The following link discusses checkboxes:

<http://java.sun.com/docs/books/tutorial/uiswing/components/button.html#checkbox>

- d. Modify the CounterGUI class so the message "Thank you for using our counter" is displayed using JOptionPane.showMessageDialog when the user closes the window. You need to implement a WindowListener. Additional information about WindowListener I can be found at:

<http://java.sun.com/javase/6/docs/api/java/awt/event/WindowListener.html>