

- 4) a) When the numbers for x and y are entered in the text boxes they are strings that need to be converted to numbers. What method converts them to numbers? _____
- b) There is a class nested inside of the AP1ch10lab03a class. What is the name of this “inner” class? _____
- c) The class MoveButtonListener implements what interface? _____
- d) This interface has one method associated with it? What is this method? _____
- e) What object is passed to the above method? _____
- f) This object is of what class type? _____
- g) Is event used in the body of the actionPerformed method? _____

Note: In Chapter 12 is discussed how to show the control panel inside of the Applet so that there is only one output window.

Turn in this sheet to be graded!

AP Unit 10 Lab 3 – Processing Text Input

Pts: 10

Name _____

Class Hr _____

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I. A) Processing Text Input (10.3 pp. 404-409)

1) a) Open and Run **AP1ch10lab03a.java**

i) Find the window with the x: and y: text boxes and following x: type 50 and following y: type 20

ii) Click on the Enter button and then try different numbers

Describe the output: _____

2) Answer the following by looking at the code

a) There are five classes imported from the javax.swing package. What are they?

(Note: Read p. 404 about javax.swing and the J in front of each of the class names.)

b) There are two classes that are needed to have a button press work. They are the last two imported. What are they?

3) a) Make the following changes then Run

(1) Change both the **JTextField(10)**'s to **JTextField(5)**

(2) Change **JLabel("x: ")** to **JLabel("x = ")** and **JLabel("y: ")** to **JLabel("y = ")**

(3) Change **JButton("Enter")** to **JButton("Move")**

Do you understand what each of the above changes do? _____

b) Change **panel.add(yLabel);** to **//panel.add(yLabel);** then Run

Describe the difference in this output and the output from #1:

Change **//panel.add(yLabel);** back to **panel.add(yLabel);**

c) Change **frame.pack();** and **frame.show();** to

//frame.pack(); and **//frame.show();** then Run

Describe what happens:

Change **//frame.pack();** and **//frame.show();** back to **frame.pack();** and **frame.show();**

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