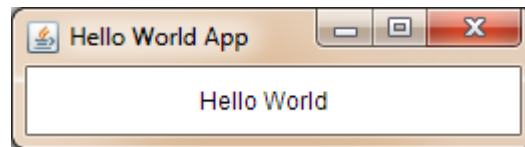
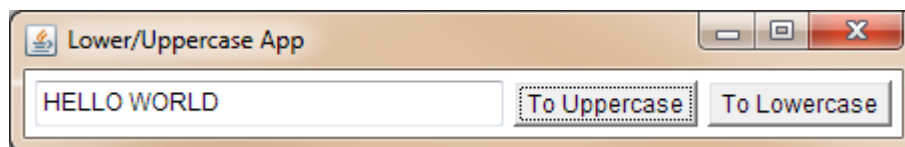


EE402 Java GUI Introduction Tutorial

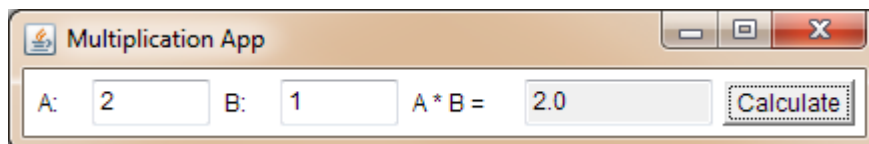
Q1. Write a Java GUI based Application that displays “Hello World” in a label in the centre of an application. Remember that the default layout manager for an application is BorderLayout.



Q2. Write a Java GUI based Application that has a TextField in which you can type a string. Add a “To Uppercase” and a “To Lowercase” buttons that takes the string and change it to uppercase and lowercase respectively.



Q3. Write a Java GUI based Application with two TextFields a and b. You should be able to write two numeric values in each TextField. When you press a button called “Multiply” the two numbers are multiplied together and the result appears in another TextField. The TextFields should be labelled.



Q4. Write a Java GUI based application that displays the winning numbers in next week’s EuroMillions lottery draw. When a “Draw” button is pressed, the application should display 7 random integers (use Math.random()), the first 5 between 1 and 50 and the last two between 1 and 11. The numbers need not be unique. You should write your code as efficiently as possible, e.g. using an array of TextFields instead of manually coding each one.



Q5. Write a class called Student that has the following states: name, id number, telephone number, male/female flag, and address.

Write a class called Programme that has the following states: A title (e.g. MEN, DME), a year (e.g. C for continuous, 4 for 4th), a calendar year (e.g. 2011), a vector of Students (java.util.Vector).

Create an application that adds 5 students to a Programme object and then displays their details.

Q6. Write a Java GUI application, called "Student Record Browser" that allows us to browse the records of the students from Q5 using suitable GUI components (as below). Please note that this is quite a long question to code.

