

## Unit 7 Chapter 17 Assignment

**Grading Information:** This Program is **due** on **Date Specified**.

Comments are **REQUIRED**; flow charts and pseudocode are **NOT REQUIRED**.

| Directions                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                       | Points |
|----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|--------|
| <p>The files must be called &lt;<b>LiFiUnit7Ch17.java</b>&gt;</p> <p>The files must be called as specified above, (LiFi = Your Last Initial Your First Initial)</p> <p><i>Proper coding conventions required the first letter of the class start with a capital letter and the first letter of each additional word start with a capital letter.</i></p> <p>Only submit the <b>.java</b> files needed to make the program run. Do not submit the <b>.class</b> files or any other files.</p>                                                                                                                                                                                     | 5%     |
| <p><b>Style Components</b></p> <p>Include properly formatted prologue, comments, indenting, and other style elements as shown in Chapter 2 starting page 64 and Appendix 5 page 881-892.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                     | 5%     |
| <p><b>Topics covered in chapter</b></p> <p>Topics with * are covered in this assignment.</p> <p>Event-Driven Programming Basics</p> <ul style="list-style-type: none"><li>*JFrame Class</li><li>*Java Components</li><li>*JLabel Components</li><li>JTextField Components</li><li>*Component Listeners</li><li>*Inner Classes</li><li>*JButton Components</li><li>*Dialog Boxes and JOptionPane Class</li></ul> <p>Distinguishing Between Multiple Events</p> <p>Using getActionCommand to Distinguish Between Multiple Events</p> <ul style="list-style-type: none"><li>*Color</li></ul> <p>How GUID Classes Are Group Together</p> <p>Mouse Listener and Images (Optional)</p> |        |
| <p><b>Basic Requirements</b></p> <p>Write a program that that displays a dialog box show a message and a randomly chosen color.</p> <p>This random color is to be used as the background color of a JFrame window which</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                      |        |

should appear after “OK” is selected. The window should ask your name and thank you for playing once “Enter” is pressed.

See sample output below.

### LiFiUnit7Ch17.java

- Utilize showMessageDialog to output the message shown in the sample at the bottom. A random color should be output with each run
- Upon clicking OK
- Create a JFrame window
  - Set the background and label text color as shown in sample below
  - Include a label asking to enter name (see sample)
  - Include a textfield to get input for name (see sample)
  - Upon hitting “Enter” on the keyboard, output thank you message to include the name entered as per sample at bottom
- Use an inner class for the listener
- Mimic the same session precisely. Pay attention to colors of the window and label.

90%

**NOTE:** Complete your activity and submit it by clicking “Submit Assignment”

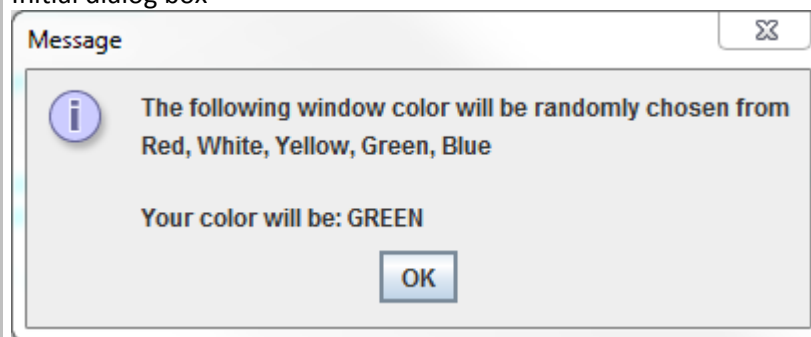
### Total Percentage

100%

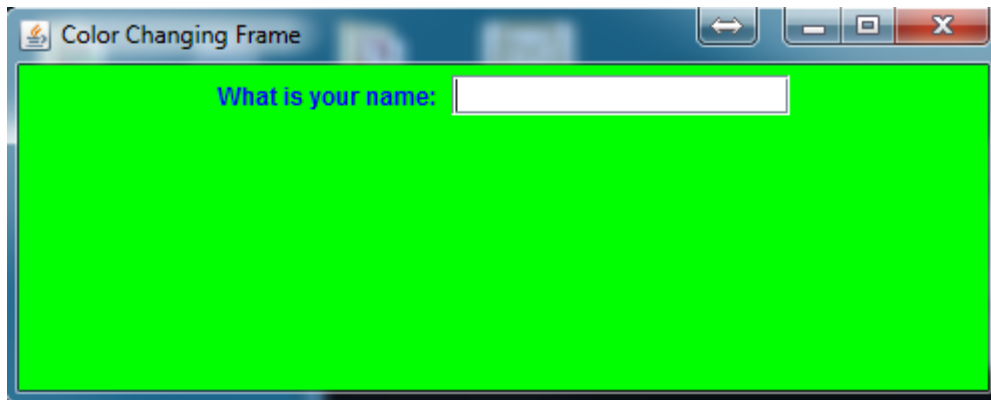
### Sample

Your output will vary based on the random color generated.

Initial dialog box



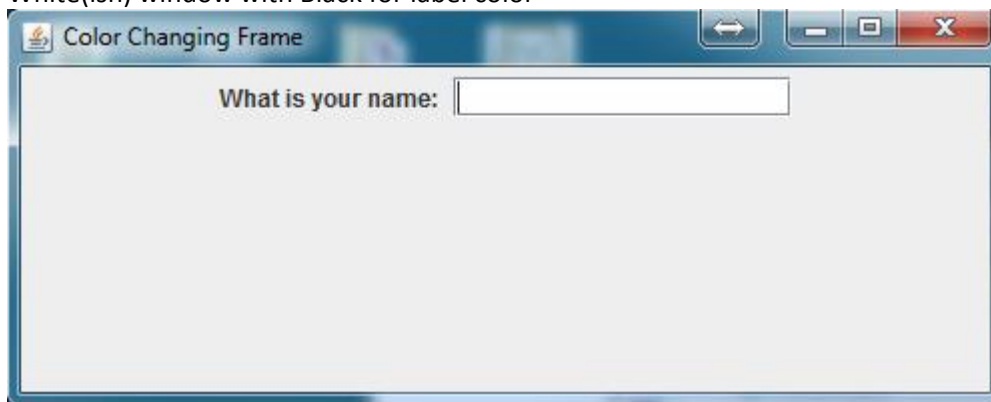
Green window with Blue for label color



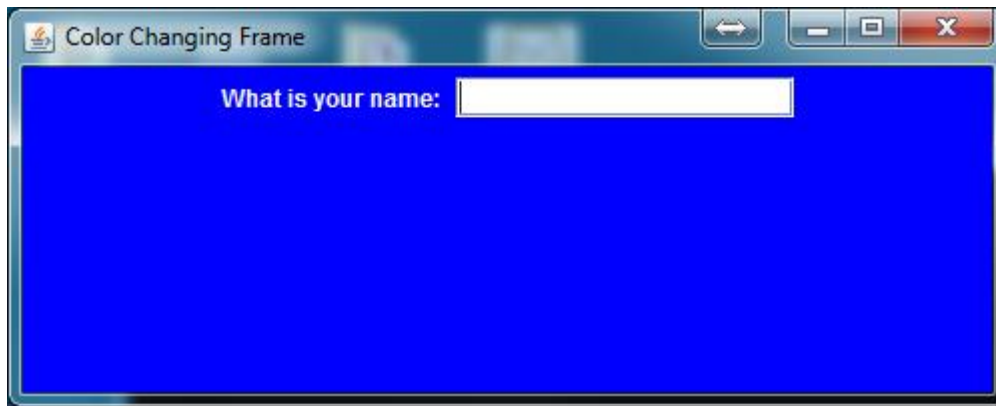
Red window with White for label color



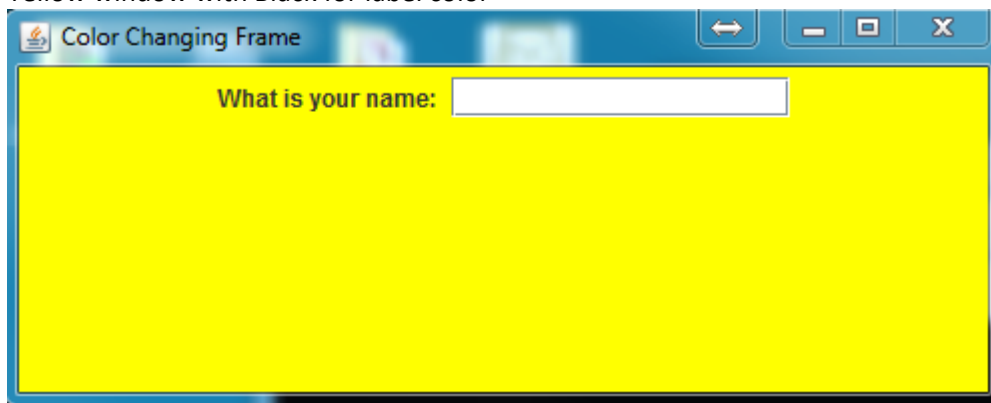
White(ish) window with Black for label color



Blue window with White for label color



Yellow window with Black for label color



Resulting window after name "Ken" entered and "Enter" pressed on the keyboard  
Color of window and text should match original window/label color

