Lab 10: Java GUI
UWYO COSC 2030

Introduction:

Surely at some point over the last few weeks you've asked yourself the obvious question:

"Why, oh God, why would ANYBODY use Java? Like, ever?????"

Well, I assure you, the labs I've had you do for the past few weeks have been more than an exercise in sadism, because Java actually does one thing far more efficiently and succinctly than any other language: Graphical User Interface. If you own an Android phone, the majority of your apps are programmed in Java. Today you're going to get your first (and perhaps last) taste of how that's implemented.

Lab 10:

For (maybe) your last time, go ahead and accept the assignment: https://classroom.github.com/a/HzTBIZLS

Next, you'll want to make a decision on where you're going to do this lab. Obviously the text editing can be done pretty much anywhere (including on GitHub itself, actually), but running it is going to be another deal, since we're generating a series of popups. In my testing the popups work great from the Linux CLI, which I think applies to most of you. If you're using VS Code, may God and this link have mercy upon you, the extensions have been terribly unhelpful for me. Proceed accordingly.

As far as the lab itself goes, this link has useful documentation regarding instantiation of things like JLabel, JTextField, and JButton. But I'm well aware of the annoying nature of scrolling through pages of documentation, so if you'd prefer a more streamlined example of how these pieces are used, check here.

Just to be clear, your final file ought to generate a label popup that takes a user input, then creates a dialog box to return that input in some way. You're welcome to keep it simple, as in inputting a name and returning "Hello, [your name]!", or you could do something more akin to that example. So long as the output changes depending on the input, you're good to go.

Submission:

Push your singular Lab10.java file and your README.md to GitHub, but nothing else.

Make sure you submit by May 4th at 11:59 pm.