

# Lab 10 Java GUI

## UWYO COSC 2030

### 1 Lab: Java GUI

Graphic User Interfaces (GUIs) have become the standard interface for most programs. In this lab you will be learning to create a very simple GUI using Java's Swing components. For this project you will need to use VS Code or another Java IDE of your preference. Below is a link you will need to update VS Code to work with Java. Simply install the coding pack for Java and you should be good to go.

There are also links that will teach you about the components of Java Swing. The components you will be using for this lab are: JLabel, JTextField, and JButton which you can learn about from the second link and can see a usage example of in the third link.

- <https://code.visualstudio.com/docs/languages/java>
- <https://docs.oracle.com/javase/tutorial/uiswing/>
- <https://www.codejava.net/java-se/swing/java-swing-hello-world-tutorial-for-beginners-using-text-e>

Github Classroom Link: <https://classroom.github.com/a/nMvWgy7n>

### 2 Lab: Java GUI Tasks

Using the code provided by the Github Classroom link, complete the functions to make a simple GUI that accepts text input and then displays a message using that input text. Included in your repo is a video showing how your GUI should look once it is completed.

#### 2.1 Complete the Code

Complete the initComponents and actionPerformed functions using the three Java Swing components mentioned above: JLabel, JTextField, and JButton. Follow the instructions in the comments of the program if you need additional instructions.

### 3 Turn in on Github. Make sure you include a readme with your name and lab section.