# CSC 161 LAB 1-1 INTRODUCTION TO GUI

PROFESSOR GODFREY MUGANDA
DEPARTMENT OF COMPUTER SCIENCE

We are going to write a GUI application that allows the user to enter input into two textbooks and then

(1) check to see if the two strings have equal length
(2) compute the sum of the lengths of the two strings

1. Create a colored titled frame

Start by writing code to create and show a frame that is 400 pixels wide by 200 pixels high. Make sure you set the default close operation so the application exits when the frame is closed. Set the content pane of the frame to some color other than the default (your choice of color).
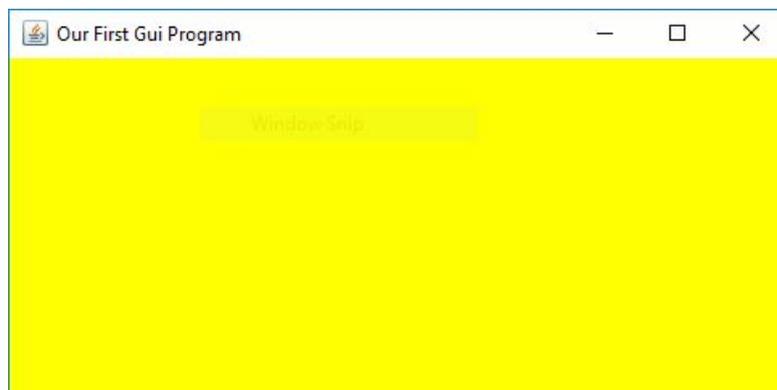
2. Add two text fields in a FlowLayout

Set a `FlowLayout` manager in the frame, and add two text fields, where each text field can hold up to 10 characters.
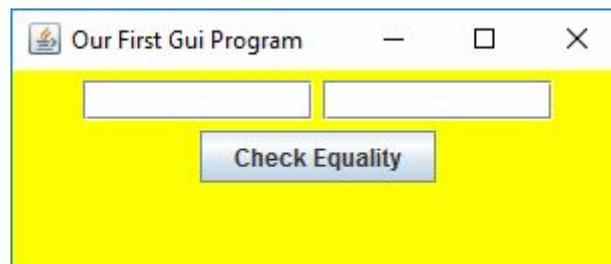
Make sure that the call to the method that makes the frame visible comes after all components have been added.
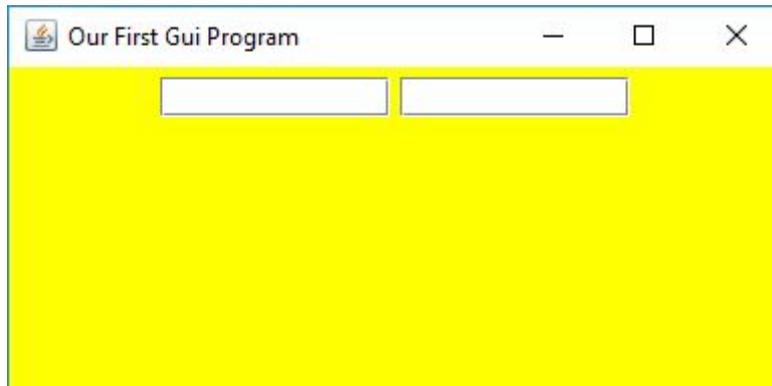
Use the `JTextField` class to create the text fields.

3. ADD A CHECK EQUALITY BUTTON

Add a button with text *Check Equality*. Use the `JButton` class to create the button. The frame should now look as below when it has been appropriately resized.
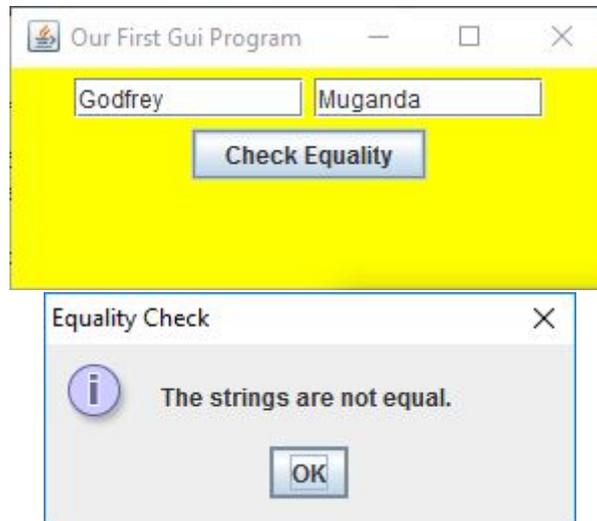

4. ADD A LISTENER TO THE CHECK EQUALITY BUTTON

When the button is clicked, the listener should retrieve the text from both buttons and check to see if the two strings are equal. The listener should display the result using a `JOptionPane` to show a message dialog:
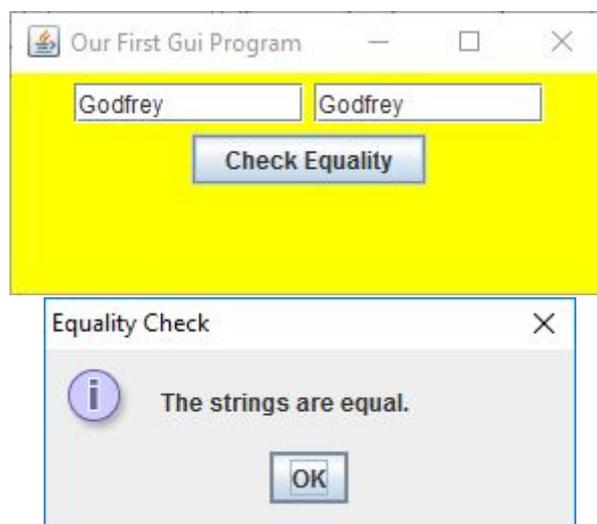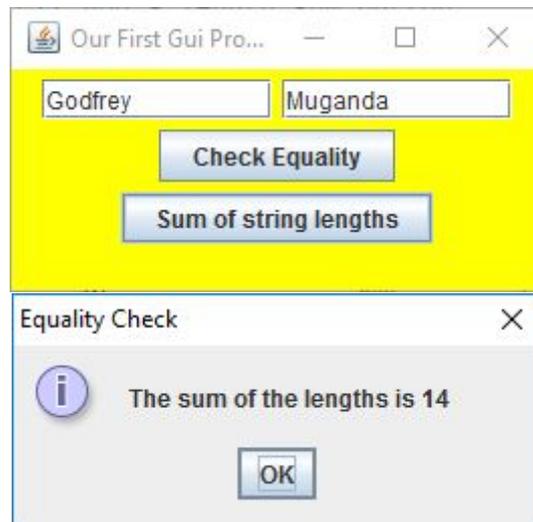
On the other hand, if the two strings are not equal, the message displayed should reflect that, as shown below.

5. Add a sum-of-lengths button

Next, add a button to use to compute the sum of the lengths of the two strings. The button should have the text *Sum of String Lengths*.

6. Zip up the Project Folder and Submit

Zip up the project folder and submit by email. This lab assignment is due Friday at the end of week 1, at midnight.