Simple GUIs

1. Put three buttons in the applet. Have them labeled Red, Green, and Blue. You might want to start by grabbing Buttons.java and Buttons.html from my "awt" Eclipse project to use as a starting point. Then, base your code very closely on one of the button event handling example from the class notes. I personally prefer ActionExample2 (the interface approach) or ActionExample3 (the inner class approach), but use whichever approach you prefer.

2. Have each button change the applet's background color appropriately (i.e., to Color.RED, Color.GREEN, and Color.BLUE).

3. Redo problem #2 using a desktop application instead of an applet. (I.e., use Frame instead of Applet.) In your Frame constructor, before you pop up the Frame, do `setLayout(new FlowLayout())`. We will explain why in the upcoming lecture on layout managers. To kill a Frame that you started from within Eclipse, click on the red square in the Console tab at the bottom of Eclipse. (Or, copy my CloseableFrame and ExitListener classes into your project, then extend CloseableFrame instead of Frame.)

4. Create a subclass of Canvas that changes color when the user clicks on it. Drop a few in an Applet or a Frame.

5. Make a textfield that lets the user enter a color name. Use a HashMap to map that color name to one of several predefined Color values. When the user presses a button (or, if you prefer, when they hit RETURN in the textfield), change the background color to the color given in the textfield. Use a desktop application.

6. Rewrite Microsoft Windows in the AWT. Finish before bed time.