Computer Science 260

Project 2: A Simple GUI

**Due:** Wed. Apr. 10, at the beginning of class

Write a Java program that uses Swing to implement the simple GUI. Your GUI should have seven components – six buttons labeled "Square", "Circle", "Triangle", "Purple", "White", and "Green", and a JLabel that contains an Icon. The Icon should initially be black and contain no shape. As users click the shape and color buttons, the Icon displayed in the label should change to reflect the most recently clicked shape and color. To ensure that the white shapes can be seen clearly, you should draw a gray rectangle that completely fills the icon before drawing any shape.

Pay close attention to the following details when implementing your program.

* Call the main class of your program <YourLastNameSimpleGUI>.
* Place the class that implements the Icon interface in a package, but do not place the main class in any package.
* Make sure the JAR file you create has the correct name (see below.)
* Properly comment and JavaDoc your program.
* Do not add features beyond those that are described in class and shown in the example program. If you wish to add extra features to your program, make a copy of the source and add your features to the copy.

**What to turn in**: You will need to submit two items for this assignment:

1. An electronic copy of your program. Create a JAR file for your program. The name of the jar file must be <Yourlastname\_Yourfirstname\_simple\_gui>.jar. The jar file must contain *only the source* of your program – do not include any .class files. Place a copy of the JAR file in your Google drive, and then email the link to me at matthews@truman.edu. In the subject line of the email, put this exactly: <Your Last Name>, <Your First Name> - CS 260 – Project 2.
2. A hardcopy of your source file(s). Print each class starting on a separate sheet of paper. Make sure your main class is on top, and staple everything together.