Assignment 0526

The goal of this assignment is to give you some practice (and get you comfortable) with putting together Swing user interfaces from a pure layout/positioning perspective. This should eventually become a no-brainer exercise for you, because ultimately it will be the least of your GUI-building problems.

For Submission

Choose at least three (3) user interface displays of sufficient complexity from existing software and replicate their look and layout with Swing. While there are no hard rules for “sufficient complexity,” these characteristics can serve as a general guide:

- At least four (4) distinct types of atomic components (labels, buttons, text fields, check boxes, radio buttons, sliders, menu items, etc.)
- At least ten (10) actual components (e.g. 3 buttons, 4 labels, 2 text fields, and 2 check boxes)
- Genuine 2-dimensional layout (e.g. no toolbars please)
- Multipanel interface (e.g. tabs, master-detail, previous/next)

Good candidates include preference/configuration/setup dialogs, non-trivial data entry windows, control panels, and instrumentation displays.

Submit the following items by e-mail:

1. Screen shot of the user interface that you are “copying”
2. Source code for your Swing version

If the user interface you have chosen includes icons or components that are not naturally (or easily) replicated with what you know of Swing, then include placeholders for those elements. The key skill here is knowing how to arrange user interface components at will, not knowing how to “copy” someone else’s UI accurately.