

## LAB #15

### CURRENT EVENTS

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November 3-4, 2004

This lab should be completed during the scheduled lab sessions. In order to complete this lab you must demonstrate programs to your lab TA. The technical knowledge on how to accomplish these tasks is found in the assigned reading or the lecture notes, but the lab TA will help as well.

1. Write a JAVA applet that draws rectangles of various sizes on the screen. Your Applet should implement (or contains as an inner class) a `MouseListener`. You may use any of the code presented in lecture or found in Horstmann.
2. Your applet should behave as follows. When the user presses down the mouse it sets one corner of the rectangle. When the user releases the mouse it sets the other corner.
3. HINTS: You will need to write `mousePressed` to save an (x,y) location as an instance variables. You will need to write `mouseReleased` to get a second (x,y) location. Use the program logic in `mouseReleased` to convert the two x,y locations to an upper corner and a width and height of the rectangle. Save the (x,y,w,h) as instance variables, then call `repaint()`; Your `paint()` method should use the saved (x,y,w,h) to draw the rectangle.
4. Cut and paste your source code and screen shots of running code into your lab document and hand it in. Be sure to demo your running code to your TA so that the TA has a record of "checking you off" as having done this lab.

NOTE: Electronic hand in should be working at this point. Submit your lab work through the homework drop box in WebCT. However, if you encounter any problems, revert to paper based hand in.