

LAB #18

FRAME APPLICATION

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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 JFrame based application (application – not applet) that implements a simple user interface for a pizza ordering system. Your application should have a personalized heading “Smiling Ted's 171 Pizzeria aPolonia”. You should have radio buttons for “small”, “medium” or “large”. You should have check boxes for “Pepperoni”, “Anchovies”, and “Olives”. You should have a text field for the price. Your application should have a menu bar item “File” with two “Save” and “Load” items – the menus don't need to do anything, but you should know how to put them in. The price should update whenever a button is clicked. Hint: Use code found in Horstmann chapter 12.
2. Lastly, write a JAVA class with a main method. Your main method should simply construct your JFrame application object.
3. 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.