

LAB

Tuesday 8/12/2008

Read two integers typed by a user, computer the sum of the values and display the result.

1. Use class JOptionPane and associated methods such as showInputDialog and showMessageDialog.

```
import javax.swing.JOptionPane;

public class Addition {
    public static void main (String args[]){
        String firstNumber;
        String secondNumber;

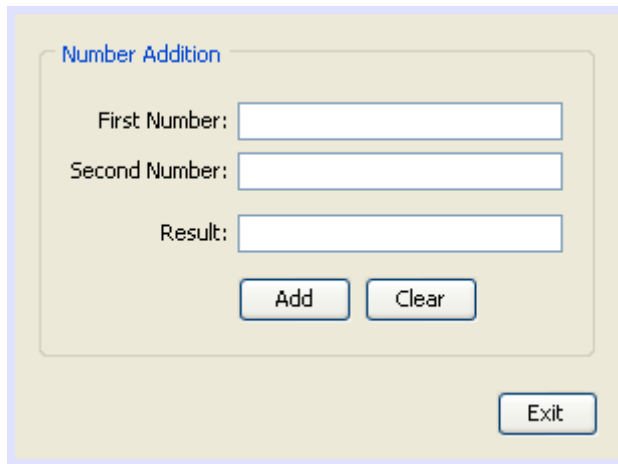
        int number1;
        int number2;
        int sum;

        // take two integer inputs
            .....
        sum = number1 + number2;

        // print out the result
            .....

        System.exit(0);
    }
}
```

2. **Implement** the GUI below. (Don't implement the calculation function. Do not use a GUI generator.)



```
import java.awt.*;
import javax.swing.*;
import javax.swing.border.*;

public class NumberAddition3 extends JFrame {
    NumberAddition3(){
        super("NumberAddition");

        Container c = getContentPane();

        // Create a GridLayout
        .....

        // Create JPanel objects to organize JComponents hierarchically
        .....

        // Create a TitleBorder object by using BorderLayout and its
        // member, createTitledBorder.
        // BorderLayout is a factory class for
        // vending standard Border objects
        .....

        // Invoke the setLayout method for JPanels
        .....

        // Create JLabel objects
        .....
```

```
// Create JTextField objects
.....

// Add JLabel objects and JTextField objects to the JPanel
.....

// Create JButton objects for ADD and CLEAR
.....

// Add ADD and CLEAR buttons to the JPanel
.....

// Create a JButton object for EXIT
.....

// Add EXIT button to the JPanel
.....

pack();

setVisible(true);

setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);
}
public static void main(String s[]) {
    NumberAddition3 addition = new NumberAddition3();
}
}
```