

Introduction to Programming – Concepts and Tools

Carsten Butz
IT University of Copenhagen

Week C

Today's goals

- Reminder of last week
- Where you should be after today
- Lecture: Graphical User Interfaces (II)
- Summary

Reminder of last week

- Java packages
 - AWT versus Swing
- Class hierarchy for GUI components
- Windows, frames
- Event model, listeners
- Container, grouping components, layout manager
- Labels, texts, buttons

Where you should be *after* today

- Read chapters 1 up to (and including) 12 of the book
 - Look also at appendix B (operator precedence table, standard math functions) and appendix D (summary of selected swing components)
- Read Peter Sestoft's notes on sorting/searching and on software testing
- Praxis:
 - Write simple multi-class Java programs according to specification
 - Test programs to decide whether or not they follow a given specification