

Laboratory Exercise

Party Planner

Objective:

At the end of the exercise, the students should be able to:

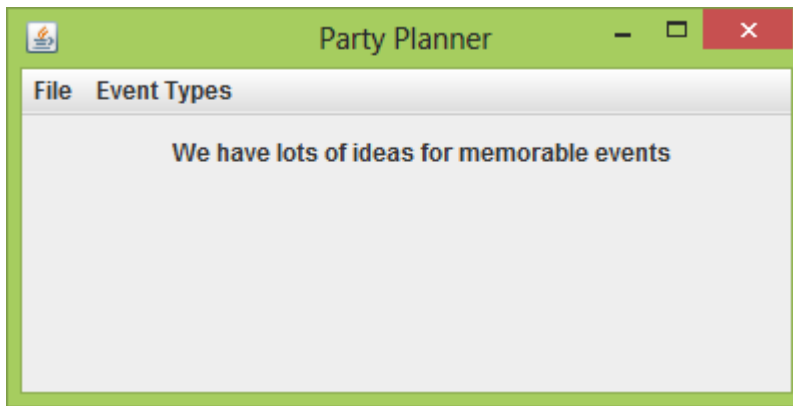
- create a menu bar with multiple user options

Software Requirements:

- JCreator LE 4.5 or higher
- Java Development Kit (JDK) 7

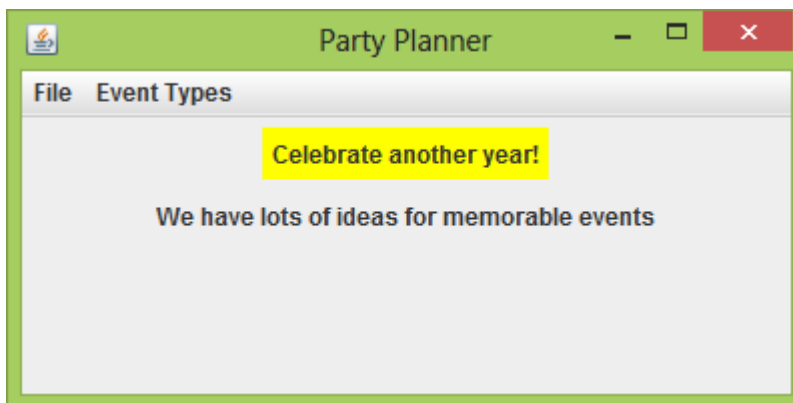
Procedure:

1. Create a class named **PartyPlanner**.
2. Construct import statements to use the packages listed below:
 - javax.swing
 - java.awt
 - java.awt.event
3. Extend the **JFrame** class and implement the **ActionListener** interface.
4. Create a **JMenuBar** named **mainBar** and two (2) **JMenu** objects named **menu1** and **menu2**. Set the text of menu1 as **File** and the text of menu2 as **Event Type**.
5. Create the items that will appear in the menus. The File menu shall contain an Exit submenu. Name the object **exit**. The Event Types menu shall contains two (2) submenus: Adult and Child. Name the objects **adult** and **child**, respectively. The Adult submenu shall consist of: Birthday (**adultBday**), Anniversary (**anniv**), Retirement (**retirement**), and Other (**adultOther**). The Child submenu shall consist of Birthday (**childBday**), and Other (**childOther**).
6. Declare several other components that will be used in the program. Create two (2) **JPanel** objects named **currentPanel** and **otherPanel**. Create two (2) **JLabel** objects named **currentLabel** and **otherLabel**. The first **JLabel** has blank text while the second has: **We have lots of ideas for memorable events**.
7. Write the constructor for the **JFrame**. Set the title as **Party Planner**. Set the default close operation and create a **FlowLayout** object by typing **new FlowLayout()** within the parentheses of the **setLayout()** method.
8. Create three (3) methods. Name them **composeMenus()**, **addActionListeners()**, and **layoutComponents()**.
9. For the **composeMenus()** method, set the main menu bar, and add two (2) menus to it. Then add one (1) option to the first menu and two (2) submenus to the second menu. Finally add four (4) items to the first submenu and two (2) items to the other one.
10. For the **addActionListeners()** method, set all the submenu options as action listeners.
11. For the **layoutComponents()** method, add **currentLabel** to **currentPanel** then add **otherLabel** to **otherPanel**. Add **currentPanel** and **otherPanel** to the **JFrame**.
12. Go back to the constructor and call the three (3) methods you have just created.
The initial output shall be:

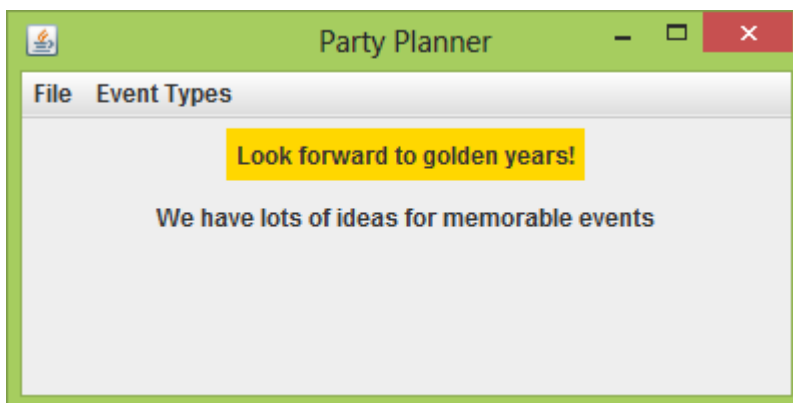


13. Write the `actionPerformed()` method that responds to menu selections. If the Exit submenu is clicked, the program shall terminate. Refer to the following screenshots for the program flow.

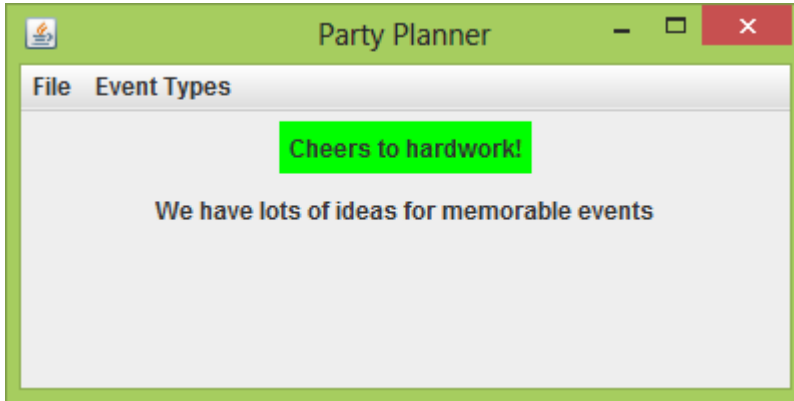
Event Types > Adult > Birthday



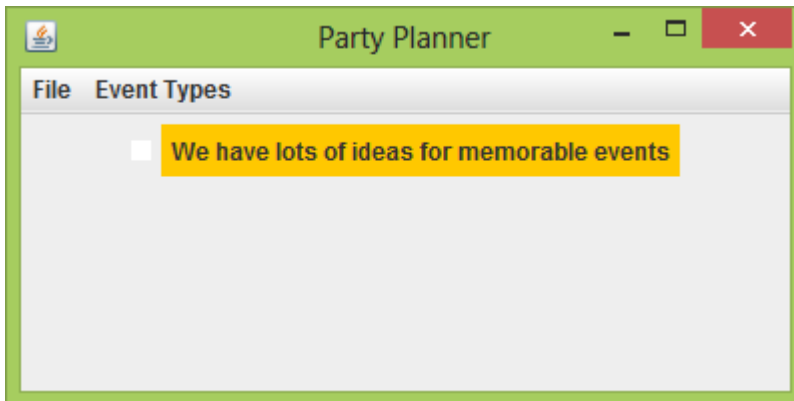
Event Types > Adult > Anniversary



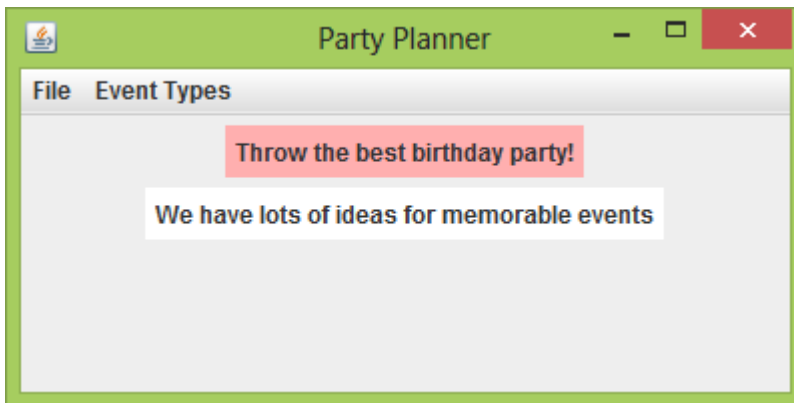
Event Types > Adult > Retirement



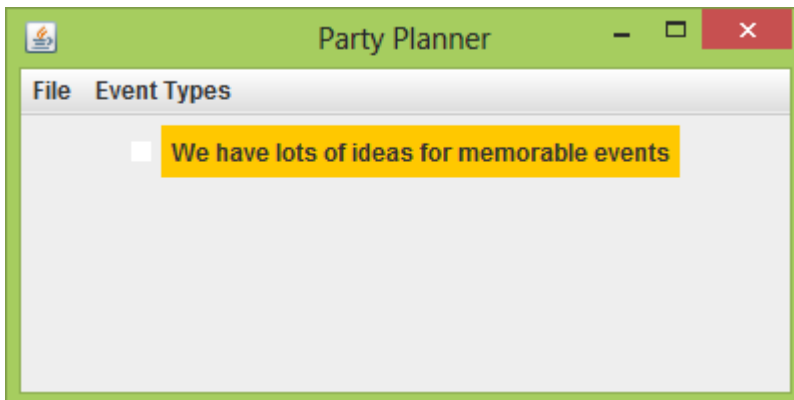
Event Types > Adult > Other



Event Types > Child > Birthday



Event Types > Child > Other



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14. Add the `main()` method, which instantiates a `PartyPlanner` object and sets its visibility. Set its width to **400** and its height **200**.

Scoring Rubric:

Points	Description
76 – 100	The program works and meets all of the specifications.
51 – 75	The program has minor errors.
26 – 50	The program has a number of syntax errors.
1 – 25	The program produces incorrect result.
0	No output