

CS112 - INTRODUCTION TO PROGRAMMING

Programming Project #2 - Due Monday, February 27, at the start of class

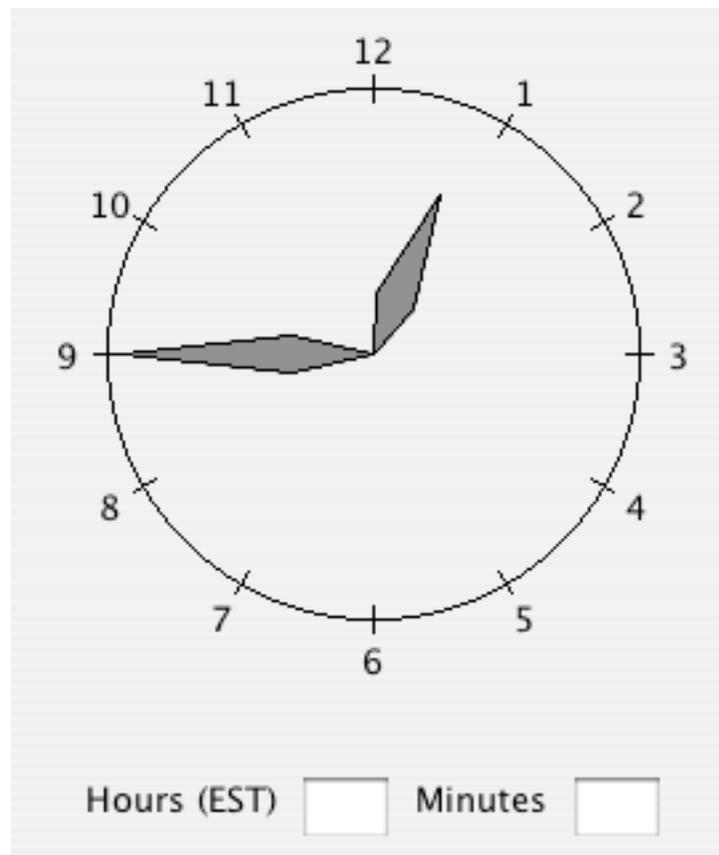
Purpose:

1. To give you further experience with Java arithmetic and the use of the Math class.
2. To give you experience with drawing in Java using the methods of the Graphics class.

Introduction

So far, our labs and projects in the course have been based on educational packages like `kareltherobot` and `objectdraw`. Although these packages are great learning tools, the programs you create using them can only be run on a computer that has the relevant package installed. In this project, you will be creating a Java applet using just the standard facilities of Java. Such an applet can be viewed on any computer that has Java installed. (For example, you can show off your work to your family and friends during spring break to show them what you have been learning!)

What you will do for this project is to create a Java applet that - as a minimum - displays a nice clock and two input fields labeled "Hours" and "Minutes". When the user enters a time into these fields and presses the "Enter" key on the keyboard, the clock will be set to the new time. Example:



Your program will consist of two classes: an applet class (similar in role to the `WindowController` you have been using in previous labs) and a `Clock` class. A version of the former will be supplied for you (though you will need to significantly revise it if you do Option 2). The latter will be based