

## CSE5910 : Multimedia Programming in Java

Laboratory Session Worksheet. Week 10, Semester 2, 2007

Individual Exercises.

Taking your week 8 and 9 tutorial exercises as a basis, construct a graphical user interface based on the principles discussed in lectures that is suitable for adding and removing icons to a “workspace” and for moving them around.

1. Decide on an appropriate set of user actions for adding icons to the workspace.

For instance, icons might be added by selecting the type from a checkbox and clicking an “add icon” button. Alternatively you might select an icon from a Java “combo box”. Decide on the most appropriate selection technique.

2. Decide on an appropriate set of user actions for specifying the position of the icons within the workspace.

For instance, icons might be moved by dragging them around the workspace with the mouse. Alternatively (or additionally) icon positions could be entered into a set of coordinate text-fields (be sure to check the text entered is valid). Decide on the most appropriate positioning technique.

3. Design a screen layout for your icon software. Where will the controls be placed? Where is the workspace in relation to the controls?
4. Implement your software with its graphical user interface.