

# IST 256

Lab Week 2 – Wednesday, September 8, 2010

## Lab Exercise

### 1. Open NetBeans and create a new project

Go to the Program menu and find NetBeans. Start a new project in NetBeans and create a Java GUI Application called FootballScores with a form FootballScoresUI.

### 2. Create the Form Design.

- **Add four labels to the form** by dragging the objects from the Palette pane
  - Change the text of the labels to say something like “Type number of touchdowns”, “Type number of extra points”, “Type number of field goals”, and “Resulting Score”.
- **Add four textfields to the form** by dragging the objects from the Palette pane.
  - Initialize the textfields to have 0 in them.
- Add a button to the form by dragging it from the Palette pane.
  - Change the text property of the button to be an instruction to the user, e.g. “Compute Scores”.
- **To add a program to be executed** when the user clicks the button, right click on the button on your form and select Event -> Action -> actionPerformed.

### 3. Write and Run the program

Write the program developed in class right after the comment with TODO:

- **Run this program** by the little green triangle on the top bar.
  - When the program executes, it should bring up the user interface form, and you should type in two integers into the first two text fields. Then click on the button to get the sum.
- **Test your program with three sets of numbers:**
  - **Write down what integers you typed in and what the results are here.**

Touchdowns	Extra Point	Field Goals	Resulting Score

### 4. Questions about the program

Give an example of a declaration statement in the program that you wrote:

In this declaration, what is (one of) the variable name?

In this declaration, what is the type?

**Hand in this sheet at the end of class for Lab in Week 2.**