Creating an GUI Using the Visual Editor in Eclipse

Objective: The objective of this exercise is to learn to use the Visual Editor in Eclipse to create a simple Graphical User Interface (GUI).

Assignment: Using the Visual Editor create the GUI layout shown in the following diagram. The image that you use may be different, but the layout should be the same.

Notes:

1. Create an Eclipse project that uses source and output folders; and that includes the CSImage Jar file.
2. Add a package to the src folder called ui (for user interface) that contains your user interface class(s). Do not use the default package.
3. Add a Visual Class to the ui folder you created in step 2. The new class should extend the JFrame class. You can select this in the wizard that creates the Visual Class.
4. In the Java Bean pane of the editor (probably in the lower left corner), you can highlight a visual element and work with its properties in the Properties pane. Highlight the jContentPane Java Bean and using the Properties pane set its default
close action to Exit. Likewise verify that the layout manager the jContentPane is using is BorderLayout.

5. By placing a JPanel container in an object and setting its LayoutManager complex GUI layouts are possible. To get the menu bar on the left, select a JPanel container from the Palette on the right of the Visual Editor and click in the West area of the jContentPane. Move your cursor over the jContentPane and you will see the areas. When ask name this panel MenuPanel. Set its layout manager to GridLayout. The Grid should have 1 column and 3 rows.

6. Using the source pane add an empty JPanel object to the MenuPanel. (That is, write the code to do this.)

7. Create another JPanel object called planeSwitchMenu and place it in the middle cell of the MenuPanel. You should be able to do this by dragging and dropping.

8. Using the Properties pane, add a titled border to the planeSwitchMenu and set its layout manager to a GridLayout that has 1 column and 4 rows.

9. Drag four radio buttons to the planeSwitchMenu. Using the Properties Pane set the text for each radio button. Put the buttons in a ButtonGroup (see API doc)

10. Add a CSImagePanel instance variagle, imagePane to the class. Add the code to create an imagePane object (default constructor) and add it to the Center section of the jContentPane.

11. To finish the first version of the program, add the code to create a CSImage object and place it in the imagePane to the initialize method. Note this is a bad place to add the image creation. Why?