Exercises to Course 02100 & 02199

Exercise 0.1: Add a third button to the `CounterPanel`. It should be located at the bottom and be labeled “Reset”. When pressing this button, the counter should be reset to 0. Then write an application which displays the new panel like in Figure 1.

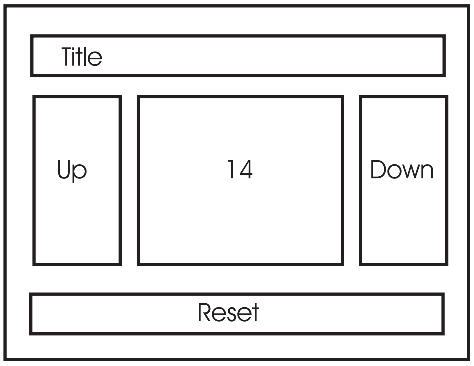

Figure 1: Layout for the GUI in Exercise 1.

Exercise 0.2: Write an application which displays two counters as shown in Figure 2. Try to “recycle” components already defined, e.g., `CounterPanel`.

Exercise 0.3: Write an application which dispays four buttons with texts “1”, “2”, “3”, and “4” and a label. Arrange the components as shown in Figure 3. The label initially displays the text “No button pushed.” When one of the four buttons is pushed then the text in the label changes to “Last button pushed was no. X”, where X is the number of the button.

Exercise 0.4: Construct an application where you can enter lines of text one after the other. After entering a new text the application tells you whether the text has already been entered before or not.

Exercise 0.5: Augment the GUI from Chapter 8 in such a way that the user can select the shape that appears at the click-position. The choices should be a circle, a square and a triangle. It is up to you whether you use a menu or buttons for this purpose. In any case should the currently selected shape be shown (as text) in the status panel.

Exercise 0.6: Add a Save-As dialog to the editor and implement the corresponding functions.

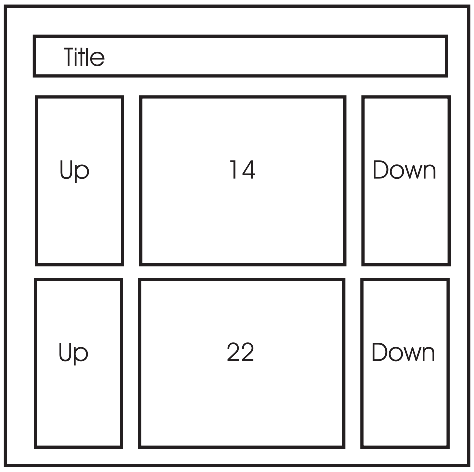

Figure 2: Layout for the GUI in Exercise 2.

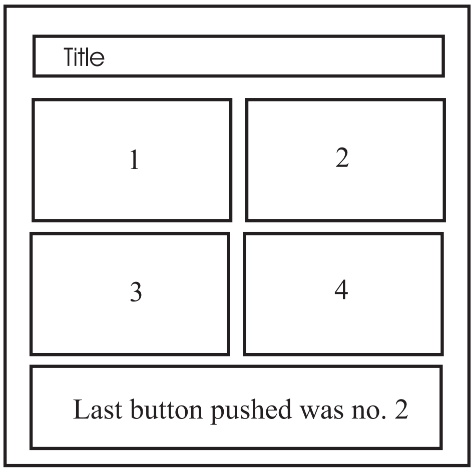

Figure 3: Layout for the GUI in Exercise 3.