

CISC 275 – Spring '12

Lab 3 – Layered Panes

(All source files available from TA webpage)

Non-graded portions

Import the LayeredPaneDemo source file into Eclipse. Run the code and learn what it does. Then study the code and learn how; it's not as complicated as it looks. Learn what each block of code does, and how it possibly relates to other parts of the code.

Graded Exercise – On your own OR in pairs

To demonstrate understanding of LayeredPanels:

Add two buttons to the “control panel”, one labeled “Shuffle”, and one labeled “Reset”.

Upon hitting the shuffle button, the components in the LayeredPane (i.e. the colored boxes) should be randomly ordered, top-to-bottom (shuffled) within the LayeredPane.

- You will need to keep track of the colored JLabels.
- You will need to employ a random number generator. Java has multiple RNGs. Research them, and pick your favorite.
- Make sure each label is on a different pane in the new ordering.
- Do not worry about changing the labels to match the new, random order. Additionally, do not worry about changing the drop-down list to match the new ordering. Simply shuffling the order in which the tiles are drawn is enough.

Upon hitting the reset button, the components should return to their original layering (Yellow → Green).

Submit your updated source file.