Week 9 - Tutorial Activities
By Mike O'Malley

Question 1

1. Carve up the story board (below) into panels.
2. Name each Panel that will be needed – use meaningful names.
3. Determine the type of each panel: Flow, Border, or Grid. Hint: It might be useful to work the type into the panel names. e.g. Center_Grid_Panel, Main_Border_Panel, etc.
4. Write the Java code to create these panels, using the panel names you defined above.
5. Write the Java code to add these panels to other panels or to the user interface, as required / appropriate.
6. Test your code at each step of the way.

![On-Line Order System](image)
Question 2
Create a program that has a text area and a Add button, and when you click this button, some text (such as "Hello There") is appended (on a new line) to whatever is already in the text area.

For example, if you click the button 5 times, then the text area would contain:

```
Hello There
Hello There
Hello There
Hello There
Hello There
```

Program extensions for students to explore:

- Add Clear button to clear the text area.
- Add a Date button to add the current system date and time to the text area.
- Add a data entry field, and when the user clicks the Add button, then the contents of this field are added to the text area.