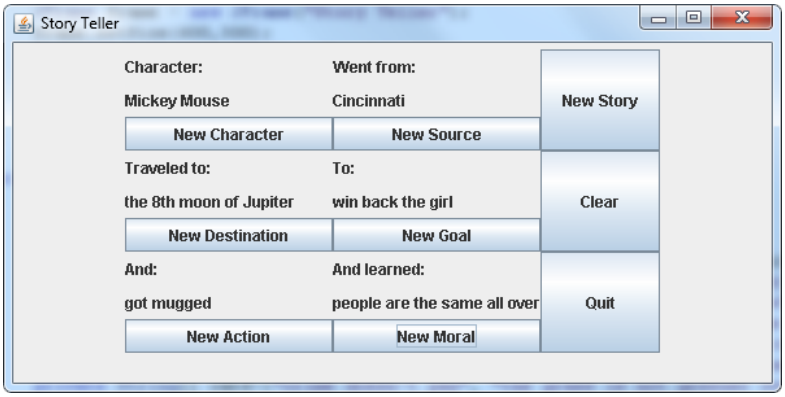
Department of Computer Science & CINSAM
NKU Summer Programming
Workshop 2015

Project 12: GUI Story Teller or Collage Maker



Using the StoryTellerSkeleton and the text-based StoryTeller program from last week (or the one up on the website), convert the original text-based program to a GUI based one. An example of what it might look like is shown to the right. Here, we have 9 JButtons (one for each of the 6 arrays, one each for Generate New Story, Clear Story, Quit). There are 6 preset JLabels, one for each array (such as "Character:", "To:") and 6 JLabels that are filled in with random elements of the corresponding array. For instance, clicking on the New Character button will select a new String from the character array and insert it into the JLabel underneath "Character:". Selecting Generate New Story will generate all new random Strings and Clear Story will reset the 6 JLabels to "". Quit will do System.exit(0);. To set a JLabel with a random String, do an instruction like this:

```
label1.setText(mainCharacter[g.nextInt(mainCharacter.length)]);
```

If you want to build a simplified GUI, you can skip the 6 JButtons for the 6 Strings and just use 3 JButtons (Generate, Clear, Quit).

Alternatively, create a GUI that has 4 JTextField boxes to input an image file name, x, y coordinates and size from the user and inserts the image at that location. The user can continue to add images so that one image may be partially or complete on top of another. There should be 3 JButtons: Insert Image (get the input from the 4 JTextFields, load and draw the image), Clear (reset the graphics area) and Quit (use System.exit(0)). JFrame you build should insert 2 JPanels, one with the GUI and one with the Graphics area. A skeleton for this program is up on the website.