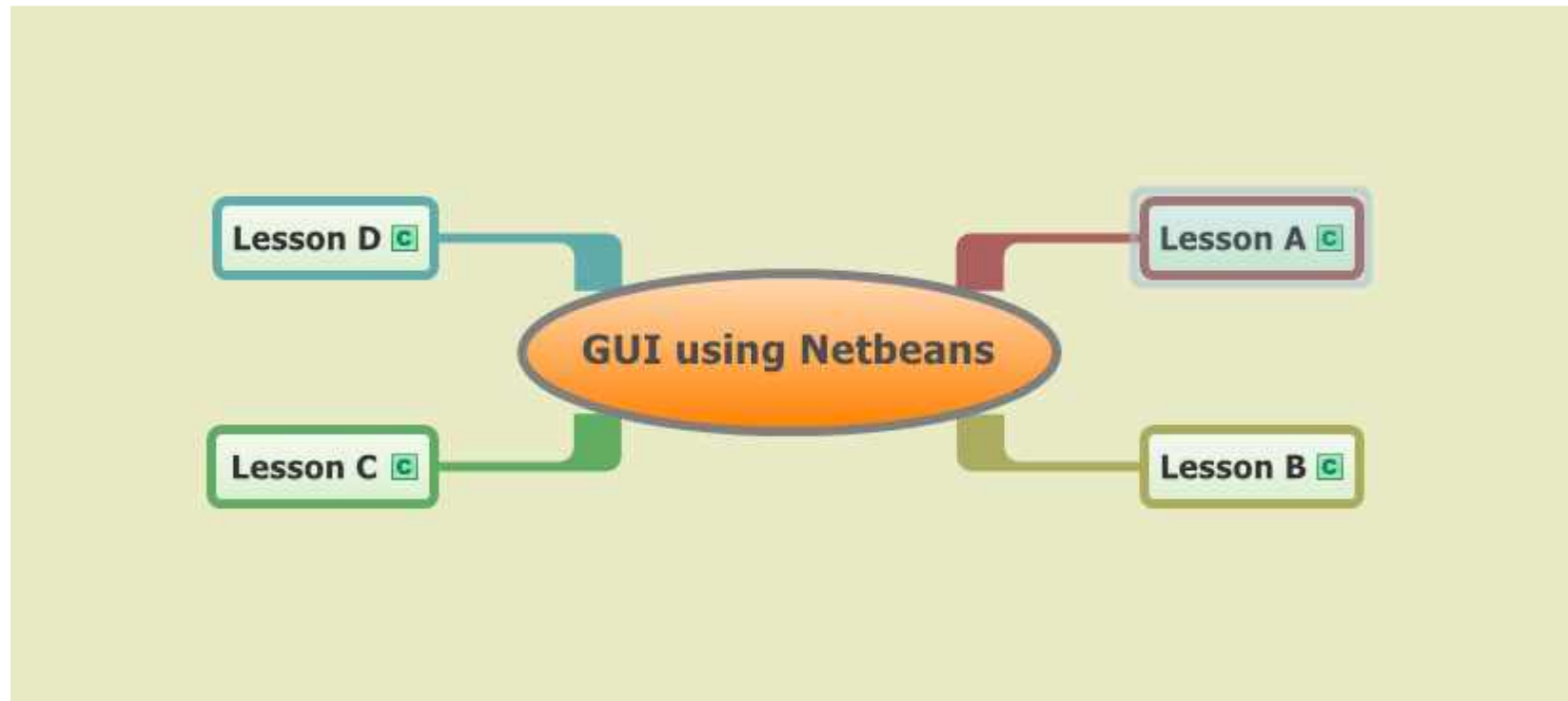
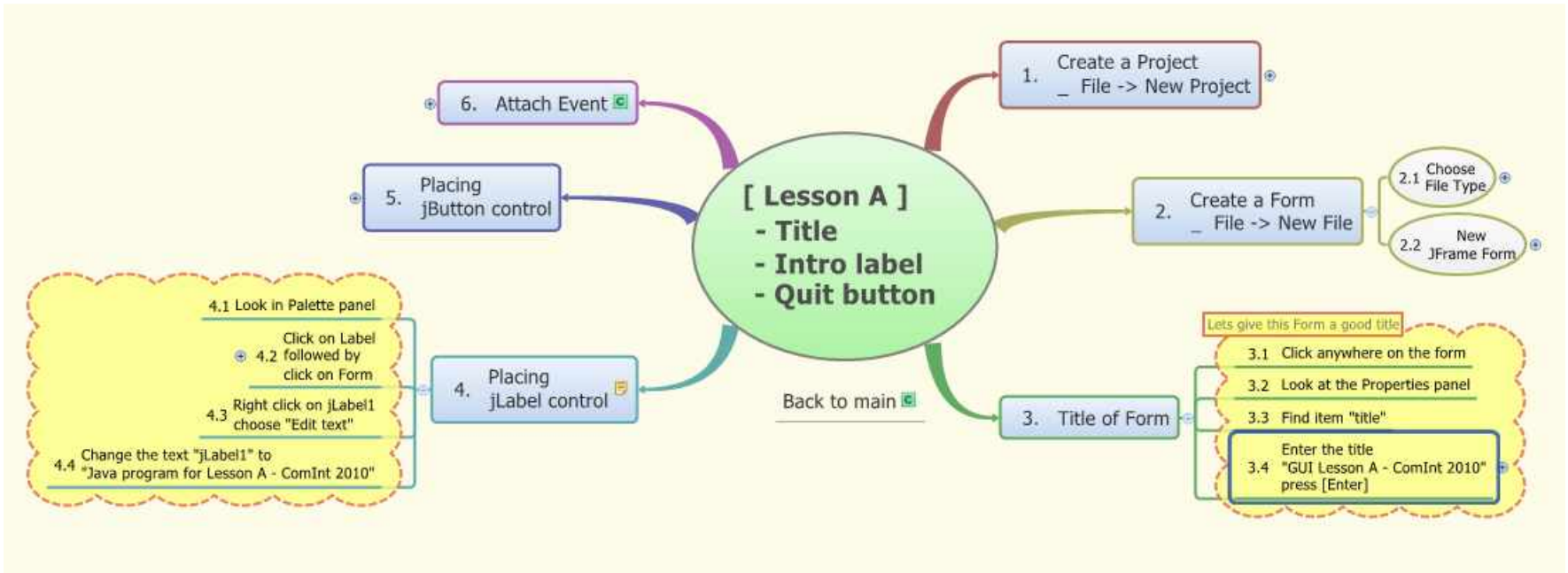


# HOW TO USE Netbean TO MAKE A GRAPHIC USER INTERFACING (GUI)

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**[ Lesson B ]**  
 - title  
 - intro label  
 - button quit  
 - switching button

1. Repeat the process of Lesson A naming the project as LessonB instead of LessonA

2. Put button ON/OFF

- 2.1 Look in Palette panel
- Click on [OK] Button
- 2.2 followed by click on Form
- 2.3 Right click on jButton1 choose "Edit text"
- 2.4 Change the text "jButton1" to "ON"
- Right click on button Quit
- 2.5 select "Change Variable Name" to "btn\_ONOFF"

3. Attach Event

- 3.1 Right click on button "ON"
- 3.2 Choose item Event -> Action - actionPerformed

4. Event handler of [ON] button

```
private void btn_ONOFFActionPerformed(java.awt.event.ActionEvent evt) {
    if (onoff==true) {
        btn_ONOFF.setText("OFF");
        onoff = false;
    } else {
        btn_ONOFF.setText("ON");
        onOff = true;
    }
}
```

5. create global variable

- 5.1 go to the source code
- 5.2 look for the class definition
- Insert one blank line
- 5.3 just under class definition but before public lessonB().
- 5.4.1 boolean onoff true.png
- 5.4 enter: boolean onoff = true;

6. Run and Test LessonB

7. Main Topic 7

