

CISC 3120 Fall 2012 Lab III.2

1. Create a graphical user interface that contains:

- Three buttons, B1, B2 and B3.
- Two textfields, T1 and T2.

these should all appear in the same window.

2. When button B1 is pressed, the program should end and the window should disappear.

3. When button B2 is pressed, the contents of textfield T2 should appear in the console.

4. When button B3 is pressed, the contents of textfield T1 should appear in textfield T2.

5. When the user hits return in T2, the contents of that field should appear both in the console and textfield T1.