Graphics Project 3 Questions

1. Where is the JFrame positioned on the monitor?
2. What are the three sections in the JFrame called?
3. Why are the three sections instantiated outside the main method?
4. What code in the file makes it so that only one radio button can be chosen at a time. How is this different from the checkboxes which allow any number of checkboxes to be selected at the same time?
5. How is it set so that the “veggie” radio button is selected by default?
6. What do the two numbers in the line defining the content pane layout represent?
7. What sort of variable are the condiment choices stored in so the listener can run through them using a for loop? What is the name of this variable?
8. What happens if you take out the line ”f.pack( )”? What do you suppose this line does?
9. What is the name of the function that is used to do each of the following?

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| **Task** | **Function** |
| Insert a component onto the Content Pane? |  |
| Respond when a choice has been selected? |  |
| Identifies which entrée choice was made? |  |
| Return a particular String when a choice has been made (for example, “Chicken” or “Beef”) |  |
| Acquire the contents of a component’s text? |  |

1. Annotate the program with comments (using \\... or \\*… \*\) to identify the following:
	1. An example of the establishment of a GUI component.
	2. The code defining the three major panels in the JFrame.
	3. The code that prints out which condiments were selected for the order.
	4. The code that links a button’s events to a listener object.
	5. The code that represents the listener object.
2. Add code to file so that the GUI has an additional entrée option called Venison. Make this choice appear second and be the default selection.
3. Add code to the file so that the GUI has an additional condiment called Tomato.
4. \*\***BONUS**: Add code to the file so that the GUI writes the results of the order to a JTextField within the GUI.