

Magee - OOP - Java - GUI Preview

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```
package com.adrian;

import com.creatifcubed.simpleapi.Console;
import java.awt.event.ActionEvent;
import java.awt.event.ActionListener;
import javax.swing.JButton;
import javax.swing.JFrame;
import javax.swing.JLabel;
import javax.swing.JPanel;
import javax.swing.JTextField;

/**
 *
 * @author raekye
 */
public class DriverEta {

    public static void main(String [] args) {
        JFrame frame = new JFrame("Title_of_window");
        // program is done when the user closes this window
        frame.setDefaultCloseOperation(JFrame.EXIT_ON_CLOSE);

        // this is where our content goes (add to the panel)
        JPanel container = new JPanel();
        frame.setContentPane(container);

        // make a new button
        JButton go = new JButton("Go");

        // make a new label and text field, ignore the "final"
        final JLabel label = new JLabel("Enter_a_number");
        // the number in the constructor is the width of the textbox in characters
        final JTextField input = new JTextField(20);

        // add these components to our main panel
        container.add(input);
        container.add(go);
        container.add(label);

        // we tell java we want to be notified of any actions (eg: clicks)
        go.addActionListener(new ActionListener() {

            // this is a method (function) that Java calls
            // whenever the user clicks the button
            @Override
            public void actionPerformed(ActionEvent e) {
                String textNumber = input.getText();
                int n = Integer.parseInt(textNumber);
            }
        });
    }
}
```

```

        if (isPrime(n)) {
            label.setText("Is_prime");
        } else {
            label.setText("not_prime");
        }
    }

});

// this resizes the frame so that it contains all our elements
frame.pack();

frame.setVisible(true);
}

public static boolean isPrime(int n) {
    for (int i = 2; i < n; i++) {
        if (n % i == 0) {
            return false;
        }
    }
    return true;
}
}

```