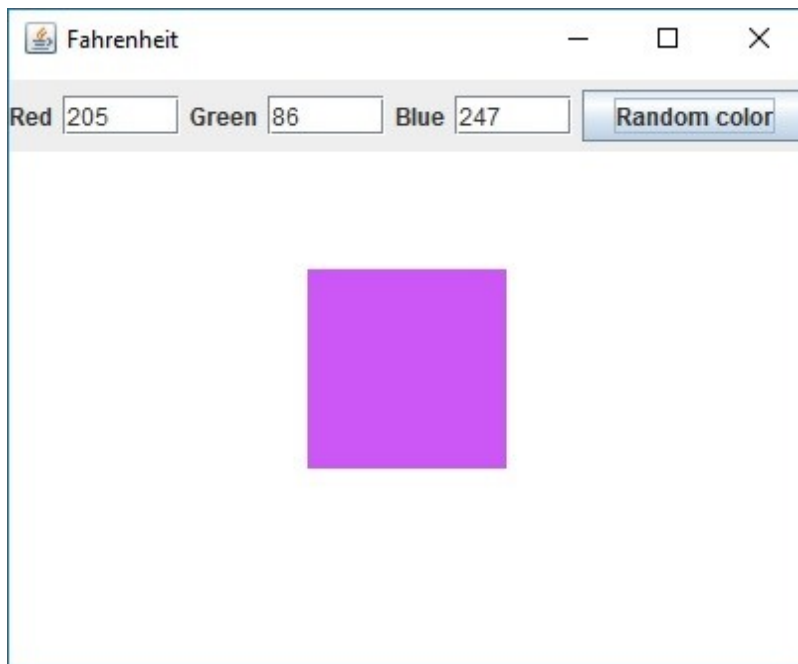


# CS 6752 Homework 7

Due: Thursday, November 10 at 1:30 pm

## Assignment 7: Pick a Color

In this assignment you will build a simple graphical application that helps a person choose a color. Your program will have three text entry boxes, one each for the red, green, and blue components of a color. It will also have a rectangular region that is used to display the currently specified color. A valid value in each box is from 0 to 255 (but remember that users sometimes do nasty things like entering bad values!). When the user types a **return** in any of the boxes, you should update the color shown in the box. Additionally, your program should have a button that allows the user to make a random choice. When this button is clicked, you should generate random values from 0 to 255 for each color component, change the text boxes, and then display the new color. An example view of what your program might look like is shown below, but you should feel free to design your own user interface.



We have provided skeleton files `ColorChooser.java` and `ColorChooserPanel.java` in T-Square for you to start with.

*Hint:* This program will require you to both add code to the `paintComponent` method and to use `Action Listener` objects. Also, feel free to use the `repaint()` method that forces the user interface to update after your code has made some changes.

## Turn-in Procedures

After you have finished the above assignment, turn it in via T-Square. Submit your two files.