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## Programming with Java GUI components

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Your assignment for this week is to create a window that has a text field, text area, an erase button, and a `JComboBox` to select a new color for the text area. Any time the user types anything into the text field and types return, it should add that text to the text area. If the user clicks on the erase button, it should erase the text area.



The `JComboBox` will allow the user to select colors for the text in the `JTextArea`. The colors available should include at least black, red, and blue. (These are represented by constants `Color.BLACK`, `Color.RED`, and `Color.BLUE`.) Associate a listener with the `JComboBox` so that when a new color is selected, the text in the `JTextArea` is set to that color. This change can be made by sending the method `setForeground(newColor)` to the text area. (Note that there is no easy way to go from the string obtained via `getSelectedItem()` and the actual color associated with the string. You will need to use an if-else statement to determine what color to use.)

Feel free to add other bells and whistles (e.g., labels and combo boxes) to make your frame more interesting.

Please include a separate inner class implementing `ActionListener` for each component that generates events.

### 1 What to hand in

No design will be necessary this week.

Your homework should be turned in by Wednesday, March 7 by 4 p.m., though I hope you will attempt to finish it today in lab. As usual, place all of your code in a folder and drop it off in the CSC 62 drop-off folder.

Because this week's program should be significantly easier than usual, it will count for only half as much as last week's program.