

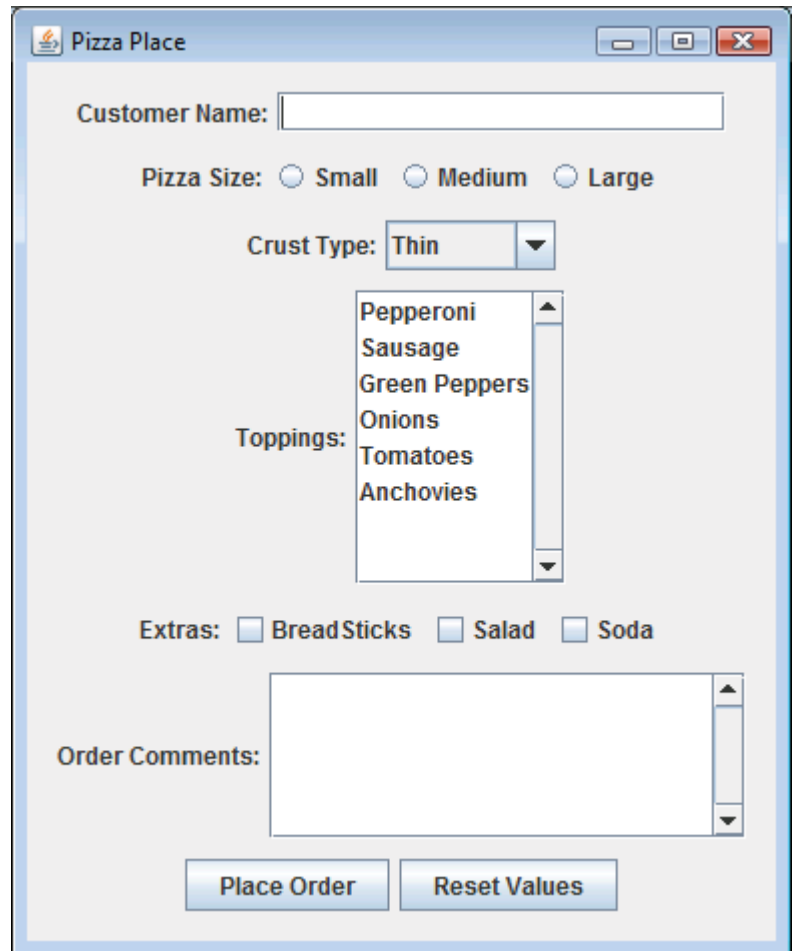
## Chapter Twelve Activity (Pizza Place)

In this activity, the student will use their new-found knowledge of the different available input controls to create a pizza ordering screen!

### Project Details

The student will create a GUI screen as shown to the right. This program will use a textbox to retrieve the customer's name, radio buttons to determine pizza size, a combo box and list box for crust and topping options, check boxes for any extra items, and a text area for additional comments. The bottom of the screen will have a button that will display a message box with order details, and a button that will reset all of the values on the screen.

This program will use nearly all of the skills they learned in this chapter and it is their largest program so far! The student is encouraged to write the program piece-by-piece, making sure one piece works before going on to the next one.



The final code for this program is listed below. The comments in the code will demonstrate the different pieces for the different steps in the activity.

```
import javax.swing.*;
import java.awt.event.*;

// PizzaPlace is the main program class and it implements
// the ActionListener interface in order to receive button
// click events.
public class PizzaPlace implements ActionListener
```

FULL SOLUTION CODE NOT SHOWN IN THIS SAMPLE!

### Activity Output

When the student completes and runs their code, they should be able to select different options for their pizza. When they click on the “Place Order” button, they should see a message box pop-up and display a summary of their order. Here is an example:

