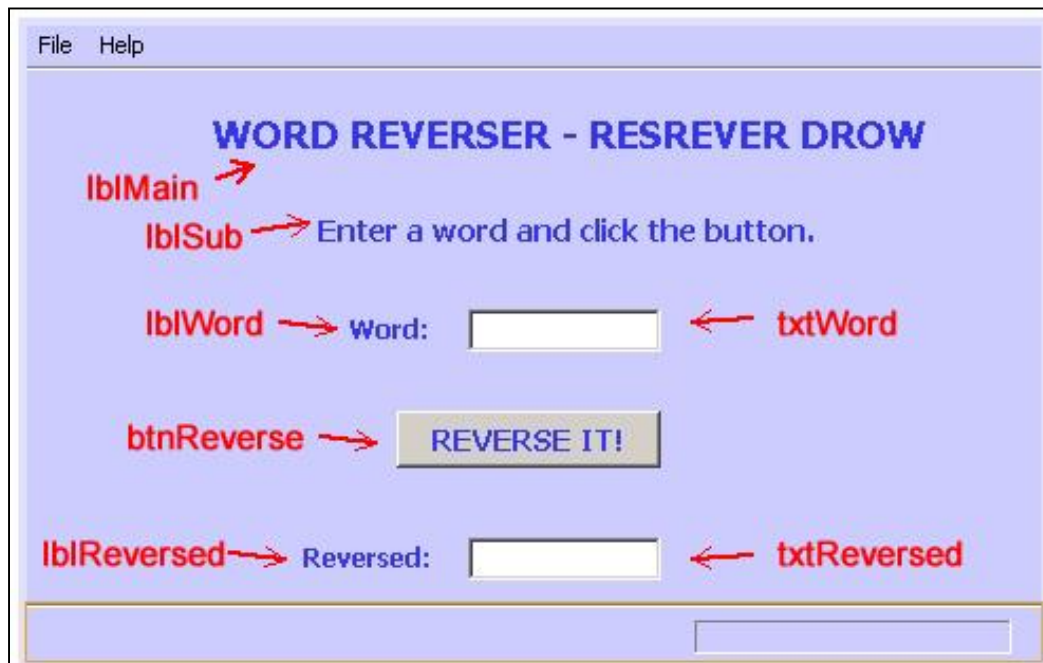


Loops and String Parsing

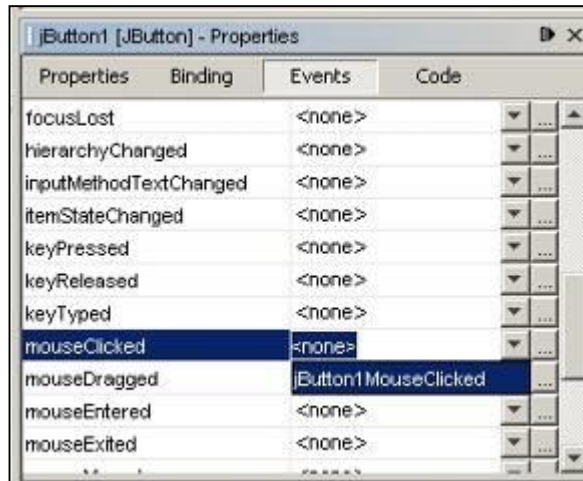
1. Open NetBeans and click **File... New... Java, Java Desktop Application** and **Next**



2. Name your project **YourLastNameU1A6Prog3**
3. Create the following user interface, with four labels, two text fields and one button. Name the components as indicated:



4. Click on the button and under **Events** add a **mouseClicked** event.



Add the following code to the mouseClicked event.

```
int size;
String word;
char tempLetter;
String revWord;

word = txtWord.getText();
revWord = "";

size = word.length();

for (int i=size-1; i>=0; i--)
{
    tempLetter = word.charAt(i);
    revWord = revWord + tempLetter;
}
```

Your code screen should resemble the following:

```
278
279 private void btnReverseHouseClicked(java.awt.event.MouseEvent
280
281     int size;
282     String word;
283     char tempLetter;
284     String revWord;
285
286     word = txtWord.getText();
287     revWord = "";
288
289     size = word.length();
290
291     for (int i=size-1; i>=0; i--)
292     {
293         tempLetter = word.charAt(i);
294         revWord = revWord + tempLetter;
295     }
296
297     txtReversed.setText(revWord);
298
299 }
```

5. Ensure your program runs as it should. When a word such as “cat” is entered by the user, the reversed word “tac” should appear as output.



6. Once you have completed the program, you can add some images to enhance the visual appeal of the interface.

