

Assignment 1

- Create a web browser
 - displays pages as plain text
- A text line for URL is in the upper part of window
- The rest of the window is covered by a page
- During downloading
 - no other URL can be written
 - the text “Loading...” is shown
- If error occurs, an info about is shown
- Help
 - use the SwingWorker for downloading



The screenshot shows a window titled "Web Viewer" with a text area containing the source code of a Google page. The URL "http://google.com" is visible in the address bar. The code includes HTML meta tags, a title, and JavaScript code for window.google and window.google.jsrt_kill.

```
http://google.com
<!doctype html> <html> <head> <meta http-equiv="content-type" content="text/html; charset=ISO-8859-2"> <title> Google </title> <script> window.google={kEI:"flhES-r4JM_0_Abyz9SqAw",kEXPI:"0",kCSI:{e:"0",ei:"flhES-r4JM_0_Abyz9SqAw"},kHL:"cs",time:function(){return(new Date).getTime()},log:function(b,d,c){var a=new Image,e=google,g=e.lc,f=e.li;a.onerror=(a.onload=(a.onabort=function(){delete g[f]}));g[f]=a;c=c||"/gen_204?atyp=i&ct="+b+"&cad="+d+"&zx="+google.time();a.src=c;e.li=f+1},lc:[],li:0};window.google.sn="webhp";window.google.timers={load:{t:{start:(new Date).getTime()}}};try{}catch(u){}window.google.jsrt_kill=1;var _gjwl=location;function _gjuc(){var e=_gjwl.href.indexOf("#");if(e>=0){var a=_gjwl.href.substring(e);if(a.indexOf("&q=")>=0||a.indexOf("#q=")>=0){a=a.substring(1);if(a.indexOf("#")>=0){for(var c=0;c<a.length
```

Assignment 1 – extension

- Instead of the text „Loading...“, show an image (e.g. clocks)
 - help – use CardLayout
- Instead of the line for URL, use editable ComboBox, which remembers used URLs

Assignment 1

- Create a Swing application, which shows free and total available memory and has a button for explicit call of the garbage-collector
 - shown amounts are updated with a period (e.g. 1s)
- 1. version
 - amounts of memory are shown in a JLabel in a format **free / total**
- 2. version
 - amounts are shown via progress-bar
- 3. version
 - amounts are shown via an “analog” meter widget (i.e. create your own component)

Assignment 1

- Help
 - `Runtime.maxMemory()`
 - `Runtime.totalMemory()`
 - `Runtime.freeMemory()`
 - `System.gc()`
- use the `Timer` for updates



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