

# AP Computer Science Principles

## Create #1 – The Gradebook App

### Day 1 (Monday): Set up the User Interface in the Designer

Your App must have, at a minimum, the following elements in your User Interface:

- A Title (Label)
- A Horizontal Arrangement that includes:
  - A Label for the Assignment Name
  - A TextBox for the User to enter the name of the assignment (making the “hint” better)
- A Horizontal Arrangement that includes:
  - A Label for the Points Earned on an the Assignment
  - A TextBox for the User to enter the points earned (making the “hint” better)
- A Horizontal Arrangement that includes:
  - A Label for the Points Possible on an the Assignment
  - A TextBox for the User to enter the points possible (making the “hint” better)
- A Button to Add the Assignment (defined above)
- A Label to show the current grade for the student

It could look something like this:

