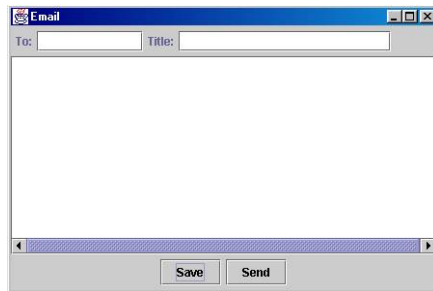# Tutorial #6 (for week 9 - March 5, 2004)

3rd March 2004

Q1: Code a "*ToolTip*" in Java/Swing.

Q2: Code a "*ToolTip*" for a Tk canvas, which puts up an informative box when you hover over any item on the canvas.

Q3: Give Java/Swing layout management code for the following:

Q4: The `javax.swing.UIManager` class is used to manipulate the look-and-feel of an application. How can you discover which look-and-feel strategies are implemented in the Java environment?

Q5: Write the Java/Swing code for a small application with two buttons, and a text entry box with a label, laid out as shown in this image.