Java GUI Project
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CSC 450

Overview:

In this project there will be a scanner which takes in a text file. From there the file is scanned for all words and create a word counter based on the different words in the text. The word counter will not take in to account punctuation, such as periods and capitalization. The word count for the file will appear in the terminal, when the program is finished. Once the part is finished a GUI will be implemented to allow the user to choose a file for which they want the words counted for. The output should be shown in the GUI and the terminal window.

Design:

Word Counter

In this iteration a scanner that will take in a text file and read it. If the file is not found, then the program will throw in an error. The program named word counter will keep track of words in the text file. This will involve the use of HashMap. Once the program goes through the text file. A set of code will be made that will go through the text document the punctuation that occurs and will ignore it. This will mean the word like "The" and "the" will be counted as:" the "and not appear multiple times in the output list.  Once the hashmap is complete it will be fed into a treemap, which will order the output alphabetically. Finally, the program will print out in the terminal.

GUI:

For this part it is crucial for the Word Counter class to be working.  The GUI will consist of a button which will allow user to choose the text file the would like to read in and have the word counter be tested on.  The output then will appear in both the GUI and Terminal.