

Lab 6 - Copy Files

Introduction

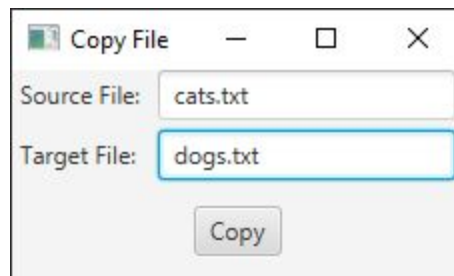
This project we will write a JavaFx program that lets users copy files. This will illustrate the principles of object-oriented programming, JavaFx, exception handling, and Binary I/O.

Classes

All classes should be part of a package named **copy**.

Copy

This will be the entry point of our application. The program copies the source file to the target file. The program should alert the user if the source file does not exist or if the target file already exists by showing an error message after the user clicks the copy button. When the process is complete a window should open with saying the copy is complete and displays the number of bytes in the file.

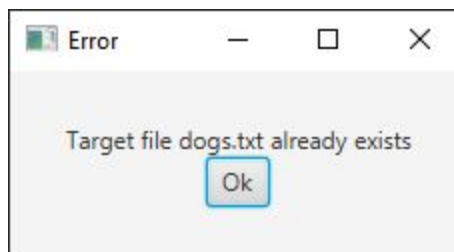


ErrorStage

This will extend the Javafx class Stage.

Must have the defined constructor:

ErrorStage(String errorMessage) - will add a label to a pane and an ok button. When the ok button is clicked the window will close.

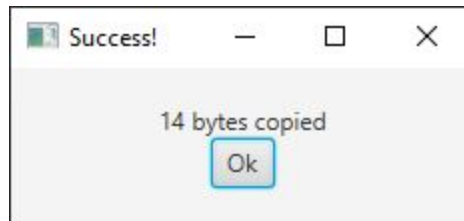


ResultStage

This will extend the Javafx class Stage.

Must have the defined constructor:

ResultStage(String message) - will add a label to a pane and an ok button. When the ok button is clicked the application will exit.



Submission

After completing this lab, zip up all the classes in the **copy** package and name of the zip file COP3809_LAB6_SYY_XXXX.zip (YY = 01, 02, or 03 XXXX = Student ID) submit on Canvas.