

File Reader

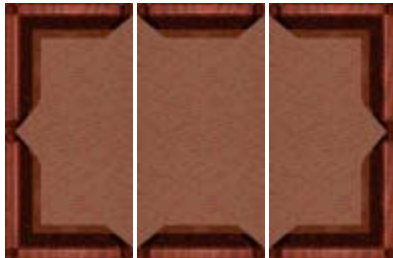
For this lab you will be finishing the FileReader.java file. The text file that you will be reading with your java code is a text description of a maze. The first integer in the file is the number of rows, and the next integer in the file is the number of columns. After these 2 integers there is a listing of letters from A through P in a text table. These letters correspond to the picture file that should be in the same position. For example, the letter G represents picture file G.png which looks like:



The text description in the Maze1.txt file:

```
2 3  
G L H  
I M J
```

Describes the maze:



Getting Started:

- Open the FileReader.java file.
- Add code to ask the user for the name of a text file.
- Read in the number of rows and columns from the file
- Start reading in the letters and use the myCanvas.addPicture(int, int, String) method to draw the appropriate pictures as you read in the letters.