Exercise: Moving Listeners into a Control Class
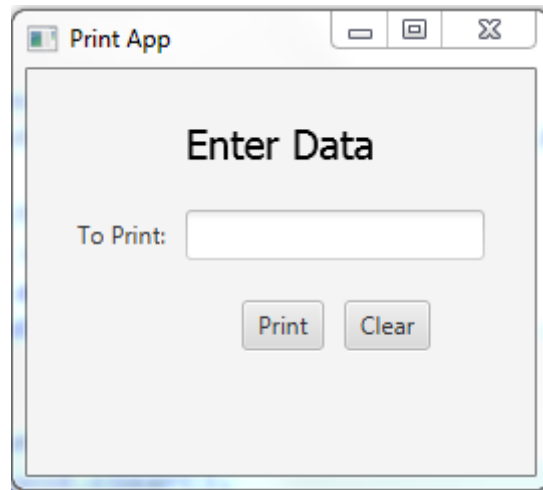
The project Exercise_RefactorControl contains a PrintApp class, which is a little application that prints to console any data typed in the text field.

The code works correctly, but your job is to refactor it according to the SWE principles we have been discussing in class. In particular, create a control class `Control` and a `Printer` class having the following responsibilities: `Control` will handle all button presses. In particular, when the `Print` button is pressed, `Control` will ask `Printer` to print the user-entered text to the console. `Control` will also be responsible for clearing the text box when `Clear` is pressed.

In creating a solution, you are looking for a good design. There are several ways to accomplish this, but for this exercise, aim for minimal coupling between the Control class and the UI classes.