ASSIGNMENT 7 10 Points CIS 255

In **Chapter 11**, do the following exercises:
Self-Review Exercises 11.1-11.14, Exercises 11.15-11.16.

The above listed exercises are NOT to be handed in.

For all programming assignments, your name(s) MUST appear in each file: First, in the comments at the top of your code; and **second**, in your output. For example, in the window's title bar you can say "Your Full Name." Failure to do this will result in the loss of 2 points.

At the top of every file this semester you MUST place the following:

```
// Your Full Name
// Your Email @my.smccd.edu
// CIS 255HJ
// File Name
// File Description
// Assignment #
// Date
```

- **Create a class MP3 with instance variables for: artist, song, album, track length (in seconds). Provide a constructor, get/set methods, and a toString. method. The toString method should convert the track length into minutes and seconds. For example, 265 seconds would be displayed as 4:25.**
- **Create a class MP3Manager that extends JFrame with the following: a JPanel with a GridLayout that contains 4 labels, 4 textfields, and 4 buttons. This will be added to the container's NORTH position.**
- **The textfields are for user input of an MP3 record: artist, song, album, track length.**
- **One button will be used to add an MP3 to a text file containing a list of MP3 files.**
- **A second button will display all MP3s stored in the file.**
- **The third button will find and display all MP3 files if the user enters the artist's name and/or or the album name. The delete button will delete a single MP3 from the file based on the song title and artist name.**
- **A JTextArea to display the MP3s. Add it to the container's CENTER position.**
- **Create a named inner class ButtonHandler to handle the button events. Note: the only event you will enable will be to add an MP3 (button 1). Just capture the input data in the 4 fields, create an instance of the MP3 class, and call the toString method to display it in the text area. If data is missing from one of the fields inform the user (place message in the text area) and do NOT create an MP3 object. Use exception handling for the track length entry. If the entry is not an integer then inform the user (place message in the text area) and do NOT create an MP3 object.**
- **Create an application MP3ManagerTest.**

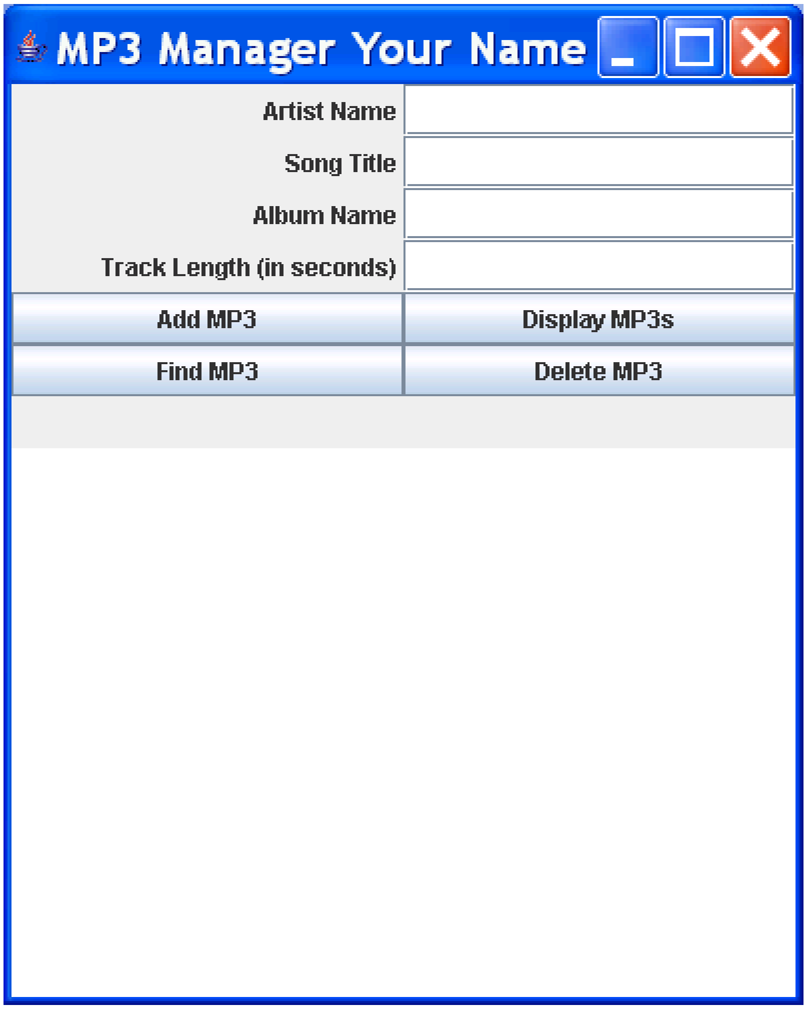
SUBMIT: **All files (7 files total - including the inner class file) must be compressed into a single zipped file named assign7.zip and uploaded to WebAccess. Make sure that I receive ALL FILES, as I am not able to grade incomplete assignments.**

An easy way to zip in Windows is to right-click on your file and then choose
Send To-> Compressed (zipped) Folder

On a Mac follow these instructions to zip your files:
http://www.macinstruct.com/node/159

Upload the assign7.zip file to the upload link in WebAccess by the due date/time.
http://smccd.mrooms.net

Example:


MP3 Manager Your Name
Artist Name
Song Title
Album Name
Track Length (in seconds)
Add MP3
Display MP3s
Find MP3
Delete MP3