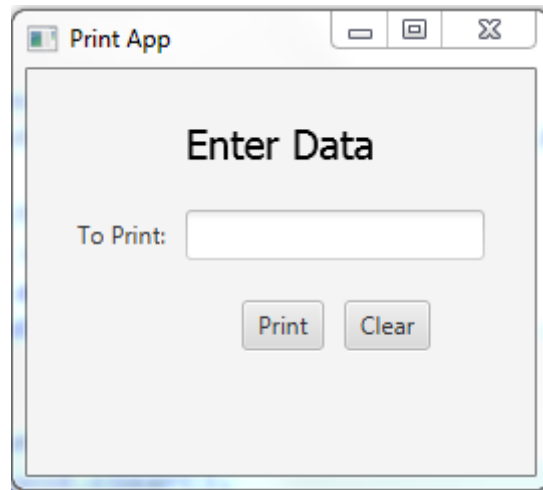


Exercise: Moving Listeners into a Control Class

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.