CECS 220 Assignment #6

Alex Bennett – April 22, 2015

Question 1 (11.1): This problem was very quick and easy. I created a class that extended the Exception class called StringTooLongException as required. Then in the main driver class I created a string List to store the inputted strings and used a while loop to continue accepting strings and adding them to the list until the user types “DONE”. They are added to the list via a method called addString() which can throw the StringTooLongException if the string length is over 20 characters. To account for this I gave the main() method the ability to throw a StringTooLongException. When this happens the program is terminated with an error.

Question 2 (11.2): I copied and pasted my solution to the first problem and simply added a try-catch that runs when the user inputs a new string to store. If an exception (specifically the StringTooLongException) is caught it prints the error message given by the exception and then continues allowing the user to store strings without terminating the program.

Question 3 (11.5): For this problem I created a panel to actually render the text area along with the save button as well as a label that gives the file status that I thought would suit the problem well. To write to the file I used a BufferedWriter that gets created and ran inside the ActionListener that is called when the save button is pressed. The writer grabs the text from the text area and writes it back to the file via a FileWriter that is initiated when the file is first opened.

[screenshots attached below]







