Exercise 3.1 (Small 3/2 points)

In Java:

Create a GUI where a user can generate and view the names of Person objects (using Person and Population classes from the 2nd set of exercises).
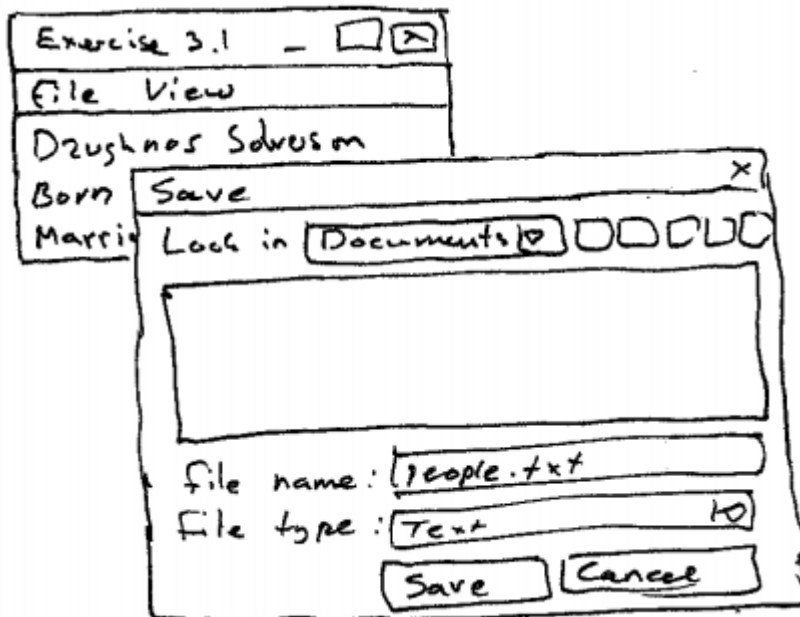
The application must have File menu with "Generate", "Open..." "Save" and "Exit" options.

"Generate" should generate some Person objects using Population. "Save" should display JFileChooser and save the currently open set of Person objects into the selected file. "Open" should display JFileChooser and then load and display the file the user selected. Saving and loading methods can be found in Person class.

"Exit" menu option should close the program.

Use Actions to build the menus.

For Swing:

Create a UI where a user can edit person information and navigate in a list of persons via menu options. Use custom components where they seem useful. The Person information must be similar to that in Exercise set 2.X, except that it must contain birth date. The application must use DatePicker to edit the date.

Palautuksen tila

Palautuksen tila	Ei suorituskertoja
Arvioinnin tila	Ei arvioitu
Palautettava viimeistään	torstai, 30 maaliskuu 2017, 11:15
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Lisää palautus

Muokkaa palautustasi