Computer Science 212
Object-Oriented Programming in Java

Lab 19

Aim: Modifying a Java GUI.

Create a new project in Eclipse called Lab19.

Import the classes *SampleGUI, SampleGUIMain* and *FileMenuHandler* from Z:\Lab19, and look at and run the code.

Notice that *SampleGUI* has a helper method called *createEditMenu*. Fill in this method so that it creates another *Menu* with the name "Edit", and that has *JMenuItem*s called "Find" and "Replace." (Use a lot of cut and paste from *createFileMenu*.)

Create another class called *EditMenuHandler* and associate this handler with the menu items "Find" and "Replace." This can easily be done by creating the class *EditMenuHandler* in Eclipse, and cutting and pasting the code from *FileMenuHandler* into it, and doing the appropriate renaming.

Run the program *SampleGuiMain* and observe that clicking on the Edit menu choices also causes an appropriate *messageDialog* to appear.