

DT211/2 OO programming Labs

The purpose of this lab is to get you doing more GUI work – and to work with Strings too.

For this lab, you can try out the Eclipse debugger, as discussed in class

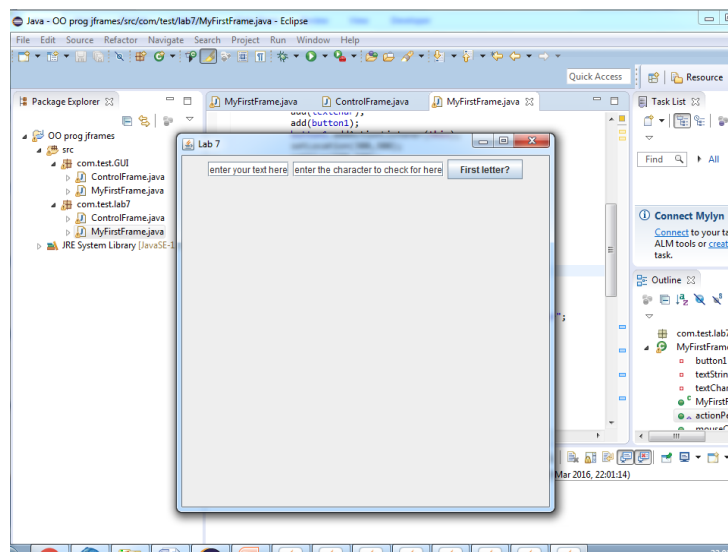
Part 1 - Using Strings

Build a Graphical user interface that contains, as shown,

Two TextFields ;

A button ;

Add this functionality: When you click on the button, it checks if the character entered in the second text field is the first letter of the string you enter in the first textfield, or not, as shown in the two screens below. *Make sure to USE inbuilt methods of the String class, as discussed in lectures.*



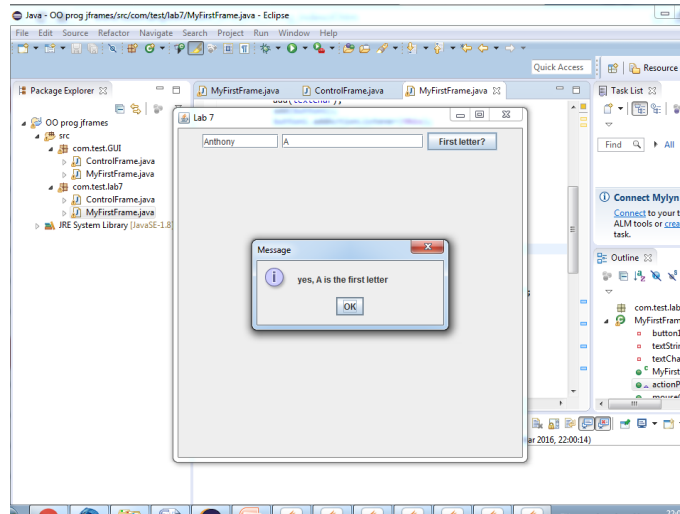
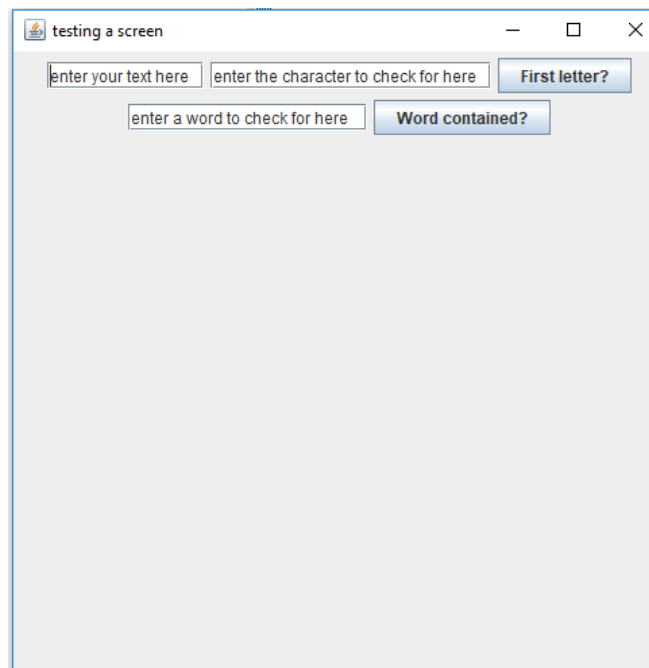


Figure 1

Part 2 Using more logic with Strings

Add a third text field and a second button on the screen as shown in Fig 2



When the second button is clicked, it checks if the word in the third textfield is contained in the sentence entered in the first textfield.

E.g: Textfield 1 “this is a really sunny day”, Textfield2 “sunny”, result when you click the second button is “yes, word is contained”.

Apart from word containment, your validation should check that

- (1) textfield1 contains at least 2 words (i.e. a sentence) AND
- (2) textfield2 only contains one word (i.e. no blanks)

Part 3 Read a file

There is a file in webcourses called “textvalues.txt”.

Write a class FileReader - and add methods to open a file, read a file (using the various classes explained in class: File, Scanner etc).

From your GUI class, use your FileReader class (i.e. create an object of it, and use the method) to open the “textvalues.txt” file and put the first line of it into a label on your screen.

Your “textValues.txt” file will need to be either in the “src” directory of your folder or in the project folder (depending upon your eclipse set up) to be read by name only, **without a path**.