Class Name: **Rename** (uses the file import)

Class Variables: private String renameFile (string because it’s the name we want to use)

Function: public renameFile(File file)

Works by passing in the file to rename as the parameter and then creating a new file that will hold the new name and then using file.renameTo(renameFile) to set the file’s name

Class Name: **Delete** (uses the file import)

Class Variables: (none needed that I can think of)

Function: public deleteFile(File file)

Works by passing in the file to delete and then using file.delete() to delete the file

Class Name: **Create** (uses the file import)

Class Variables: String FileName

Function: public createFile()

Works by using .createNewFile() and then setting the new file name to FileName, which will create a new file with the name inputted by the user.

Class Name**: Open** (uses the file import)

Class Variables: private JPanel mPanel (using a GUI), private JButton mButton, Private JLabel myLabel,

Function: public PushPanel(), Public getFile (this gets the file the user wants) Private class buttonlistener implements Actionlistener (this gets file) ,getFileBrowser this gets the jpanel and allows it to pop up on screen.

This works by using a Graphical user interface to open the file browser. It opens up a panel and shows all the folders and ability to click what you want open

Class Name: **Close** (uses the file import)

Class Variables: private JPanel mPanel(using GUI and closes operation)

Function: public closeFileBrowser closes the file browser

This works by closing the file browser. Closing the GUI.