WordCounterGui

a Java guy for simple interaction with the WordsCount program

Gregory Lauture CEN 3024C October 27, 2021

This project can be found at:

https://github.com/gnl2021/gnlprojects/blob/main/wordsCount/src/wordCounterGui.java

The WordCounterGui

The program use javafx libraries to display a basic gun which accept a input from a Url or local file then display the result for all the words and their counts Also the top 20 words and their counts

Those variables may be used with the different methods:

```
private static final String MY_URL_FILE = "https://www.gutenberg.org/files/
1065/1065-h/1065-h.htm";

TextField input;

TextArea printData;

Label printLabel;

static String mytextStart;

static String mytextEnd;

static Label status;

static boolean fileFound;

static boolean textlimit;

static boolean isDemo;

String allwords;

String top20;

static Button buttonD1 = new Button("word counts");

static Button buttonD20 = new Button("top20");
```

WordCounterGui 2

static Button myTextLimit = new Button("Set Text limits");

```
This main method for the gui is

public void start(Stage primaryStage)

throws Exception {
}
```



This Demo method

public void showDemo() {
}
is used as a test method

The Url based method

public void showUrl() {}

will display the options if a url input has been selected



The File based method

public void showFile() {

will display the options if a local file input has

been selected



My file

submit

Cancel

The Raven

END

The

public void textLimit() {}

will request the user input for the text

limitation

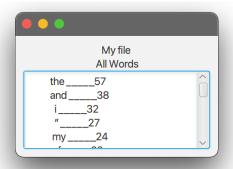
The method

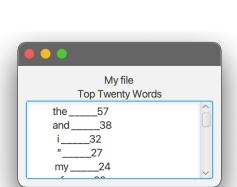
public void printData() {

is used to display the words found and their

coin,

also the top twenty of said words





The method

public void getfileData(readFile r)

will use an object to extract and sort the data