UNIT 1 ACTIVITIES

1.1 Dictionary

Implement a program that creates the folder 'Dictionary' and reads the file 'Imagine.txt'. For each different initial letter of the words of the text, a file should be created (A.txt, B.txt... Z.txt...). Inside these files the program should write the words of the text starting at the corresponding letter.

Repeated words are not allowed (use of dynamic data structures can help here)

To create folders remember the use of File class.

```
For example: I.txt contains:
    Imagine It's
    If
    It
    ………
```

1.2 Agenda

Implement in Java a console program that stores an agenda with contacts. A contact has a name, surname and phone number (all strings).

When the program starts, it looks for an agenda file (agenda.xml), loads it if exists and shows this menu:

1. Show all contacts

2. Add new contact

3. Save and exit

1. Shows the content of all contacts (one contact per line).

2. Asks for the data of a new contact and add it to the contact list

3. Saves all data (old contacts and new contacts) in the file agenda.xml

Use XML serialization as seen in class (XStream) and check the XML file is correct.

1.3 - Extend agenda to use JSON

Use Agenda Solution and add to the program the functionality of using JSON files.

Search on the web how to use Jackson Library. For example: Jackson library to serialize using JSON format