Tutorial 8 – GUI Programming (3)

In this tutorial, you will apply the GUI programming techniques learned in the lecture. You should create a package named `tutes.gui3.phonebook` for the exercise below.

Create a simple GUI application called "Phone Book" which has two windows: the main window and the "add contact" window. The main window contains a table which has two colums: Name and Phone. It also has a button at the bottom center which opens the "add contact" window.

In the "add contact" window, user can enter a name and a phone number in two text fields, and click "Add Contact" to add a row to the table in the main window. In the "add contact" window, the "Add Contact", the "Cancel" button and the window's close button share the same behavior of clearing up the text fields and hiding the window.

(*) **Note:** The tutor will instruct students on how to create a simple table using JTable and how to add a row to an existing JTable.
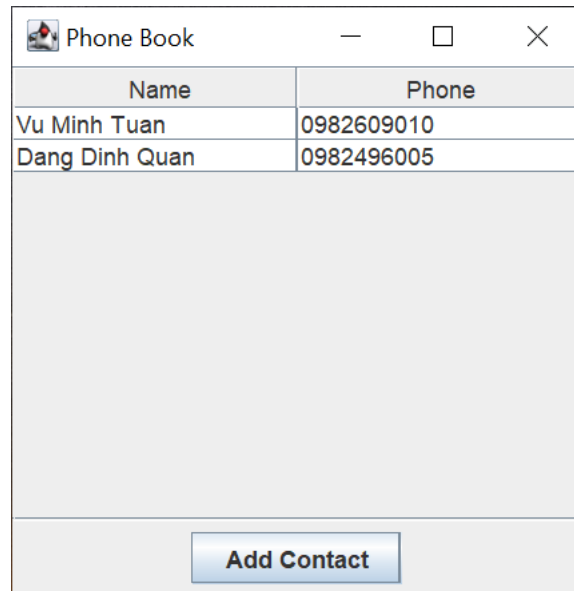

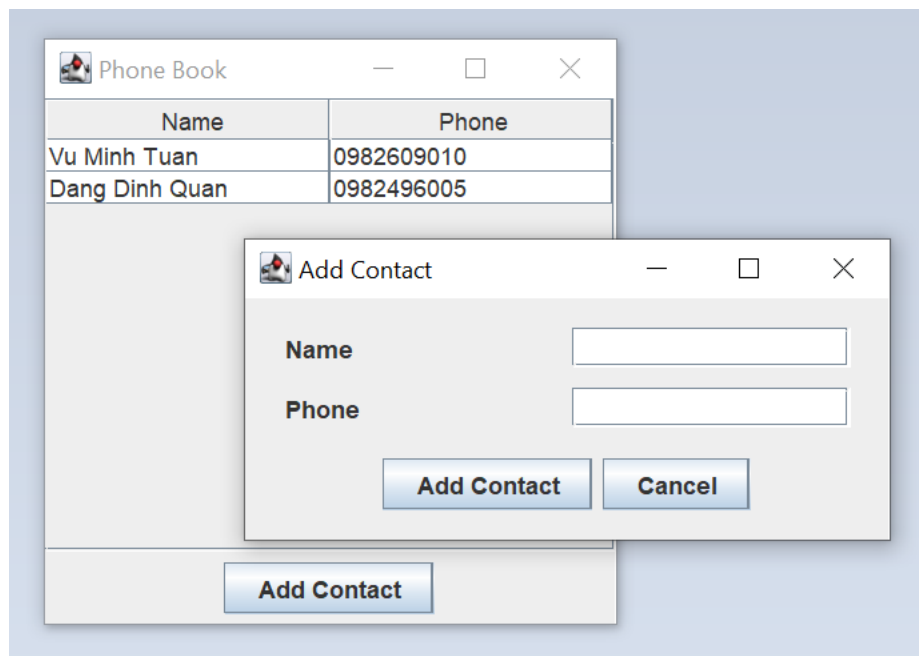**Figure 1:** The main window of Phone Book application.

Figure 2: The "add contact" window of the Phone Book application.