

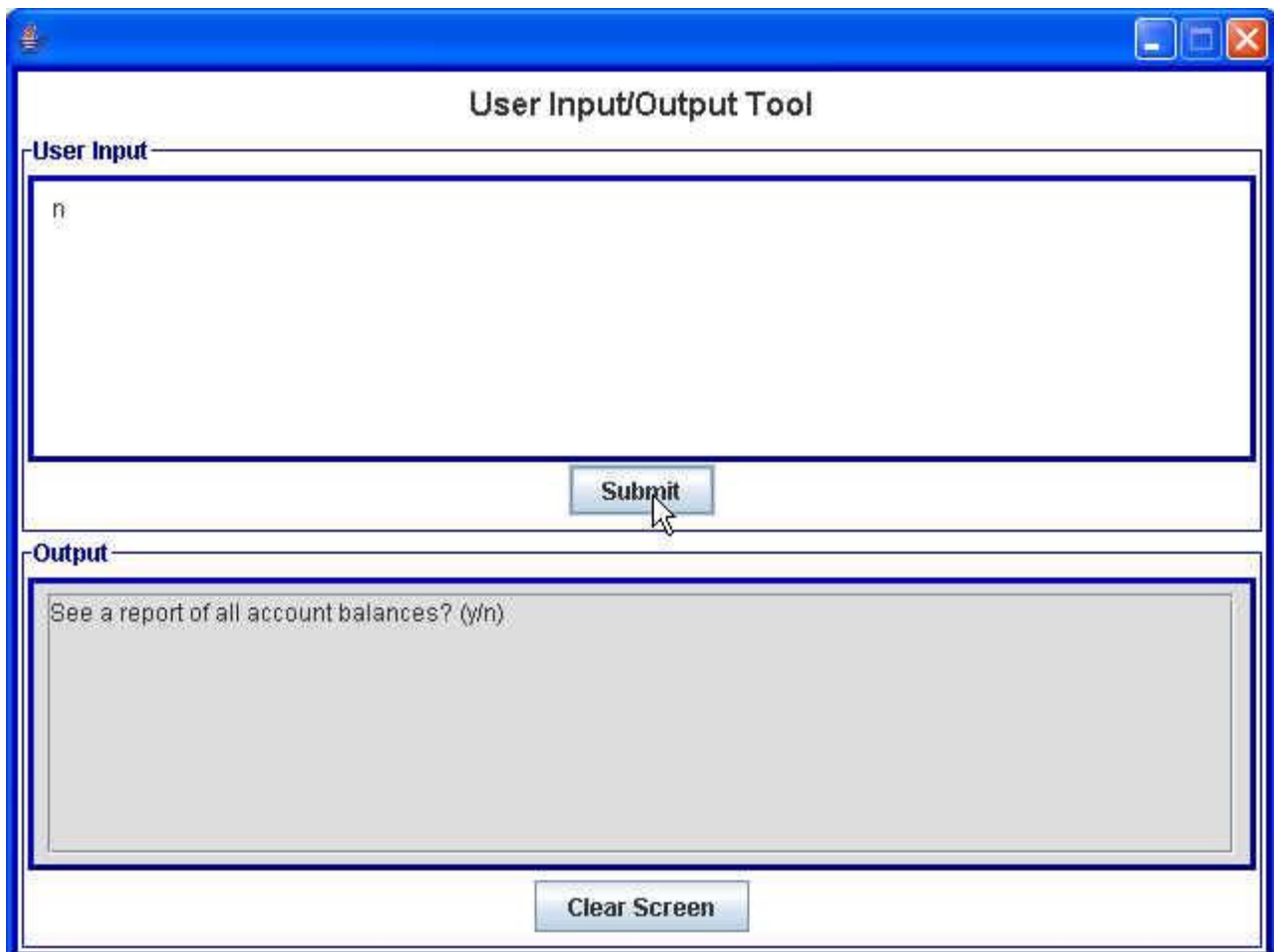
Programming Assignment 6-3

In Programming Assignment 3-2 you created a console application involving Employee and Account classes; in the instructions, you saw that the console application represented "Phase I" of the implementation. Phase II consists in hooking up the behavior with the UserIO GUI.

In this phase (Phase II), you will place all interaction with the user in the UserIO GUI, mentioned in class. The Main class will create an instance of UserIO and ask the user if he wishes to see formatted account information (as was done in the console application), displayed now in the Output area of the GUI. The user's response, which will be placed in the Input area, will then be read by the GUI. If the answer is yes ('y' or 'Y'), the UserIO will request from Main the formatted output; Main will then behave as in the console application and retrieve the formatted data, and print in the Output area of the GUI. Here is the expected output:

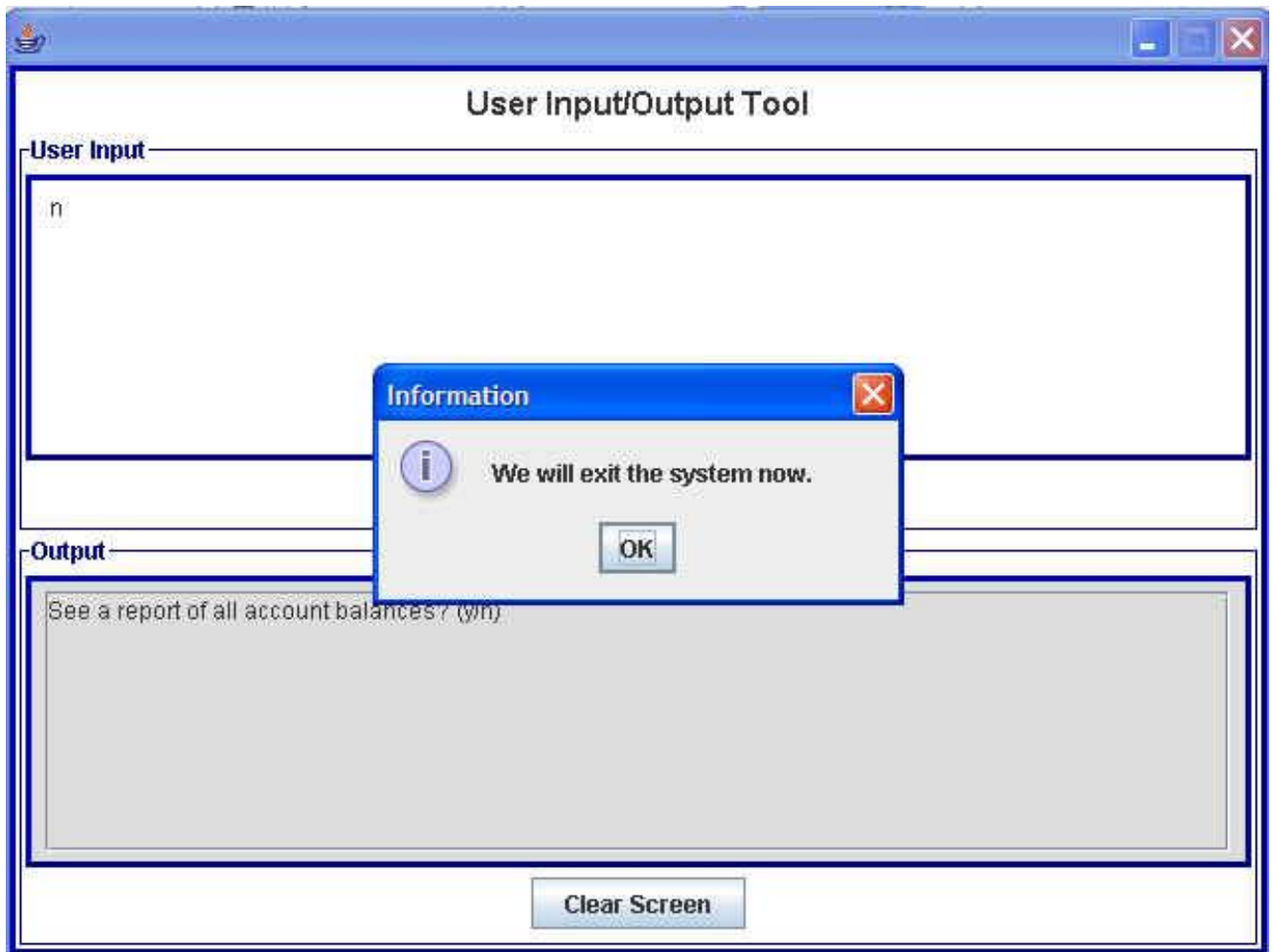
The screenshot shows a Windows-style application window titled "User Input/Output Tool". It has a standard Windows title bar with minimize, maximize, and close buttons. The window is divided into two main sections. The top section is labeled "User Input" and contains a large text area where the user has entered the letter "y". Below this text area is a "Submit" button. The bottom section is labeled "Output" and contains a scrollable text area displaying the following text: "ACCOUNT INFO FOR Susan Randolph:", "Account type: checking", "Current bal: 10000.0", "Account type: savings", "Current bal: 10000.0", and "Account type: retirement". Below the scrollable text area is a "Clear Screen" button.

In Phase II, we also want to introduce appropriate behavior in case the user does not give an answer of “y” or “Y” to the initial question. If the user submits some other value, as in the following...



The screenshot shows a Java Swing window titled "User Input/Output Tool". The window has a blue title bar with standard Windows window controls (minimize, maximize, close). The main content area is divided into two sections. The top section is labeled "User Input" and contains a text input field with the character "n" entered. Below the input field is a "Submit" button. The bottom section is labeled "Output" and contains a text area with the text "See a report of all account balances? (y/n)". Below the text area is a "Clear Screen" button. A mouse cursor is pointing at the "Submit" button.

then the response should be to present a pop-up window to the user announcing that the application is about to close:



When the user clicks OK, the user interface disappears and the application terminates.