Tutorial 3
NetBeans GUI and ArrayList

Objectives

- Practice Graphical User Interface (GUI) development using NetBeans IDE
- Familiarise yourself with the ArrayList class from the Java Collections Framework

Tasks

1. During the Week1 lecture class you designed the GUIApp. Continue the development of your application by adding functionality to the GUI elements.

   Look into the lecture notes for guidelines

   - Add functionality to the Add , Exit and List buttons
   - Use an ArrayList object to store the persons' name
   - Use iterator to print (list) all the names
   - When running the application, add 5 names into your list using the GUI

NOTE: Do not forget to import java.util.*;

2. Extend your GUI application by adding remove a name option and sort names option

   - Add Remove button to the GUI and add functionality to this button
     - When a name is typed in the TextField area, that name will be obtained and used to remove it from the list when pressing the Remove button
   - Add Sort button to the GUI and Add functionality to this button
   - Compile, run and test the application after each implemented step