Comp 2522 Assignment #1b

Purpose: Practice basic Java skills and provide a means of exploring the WHY and the HOW in Object Oriented Programming. Using a better thought out design than 1a.

Description: You are to add the code to complete the **ConsoleUI** class and **AddressBook** class provided. The other classes must remain untouched.

Methods to provide to ConsoleUI (nearly all the necessary code can be found in Main.java from assignment1a):

readChoice() – reads the users choice from a Scanner
readPerson() – reads in the Person data from a Scanner and returns the new Person
readName() – reads in the name of a Person from a Scanner
display() – displays a single Person's data
displayAll() – displays all people in the database
run() – performs the address book functions
displayMenu() – displays the available menu
displayErrorMsg() – displays the String message passed on the user interface
displayMsg() – displays the String message passed on the user interface

Methods to provide to AddressBook:

addPerson() – reads a Person from the user interface and adds them to the database
deletePerson() – reads a Person's name from the user interface and tries to delete them from the database. If not successful, display an error msg on the user interface. If successful, displays the name of the person deleted and the words " was deleted successfully" on the user interface
findPerson() – reads a Person's name from the user interface and tries to find them in the database. If not found the error message "No such person" is displayed.
displayAll() – displays all people in the database on the user interface
display() – displays the requested person on the user interface

Marking Guidelines

Each method	6% (15 methods)
Comments and style	16% * follow your lab instructors guidelines

Due Date: January 23 at 11:59PM