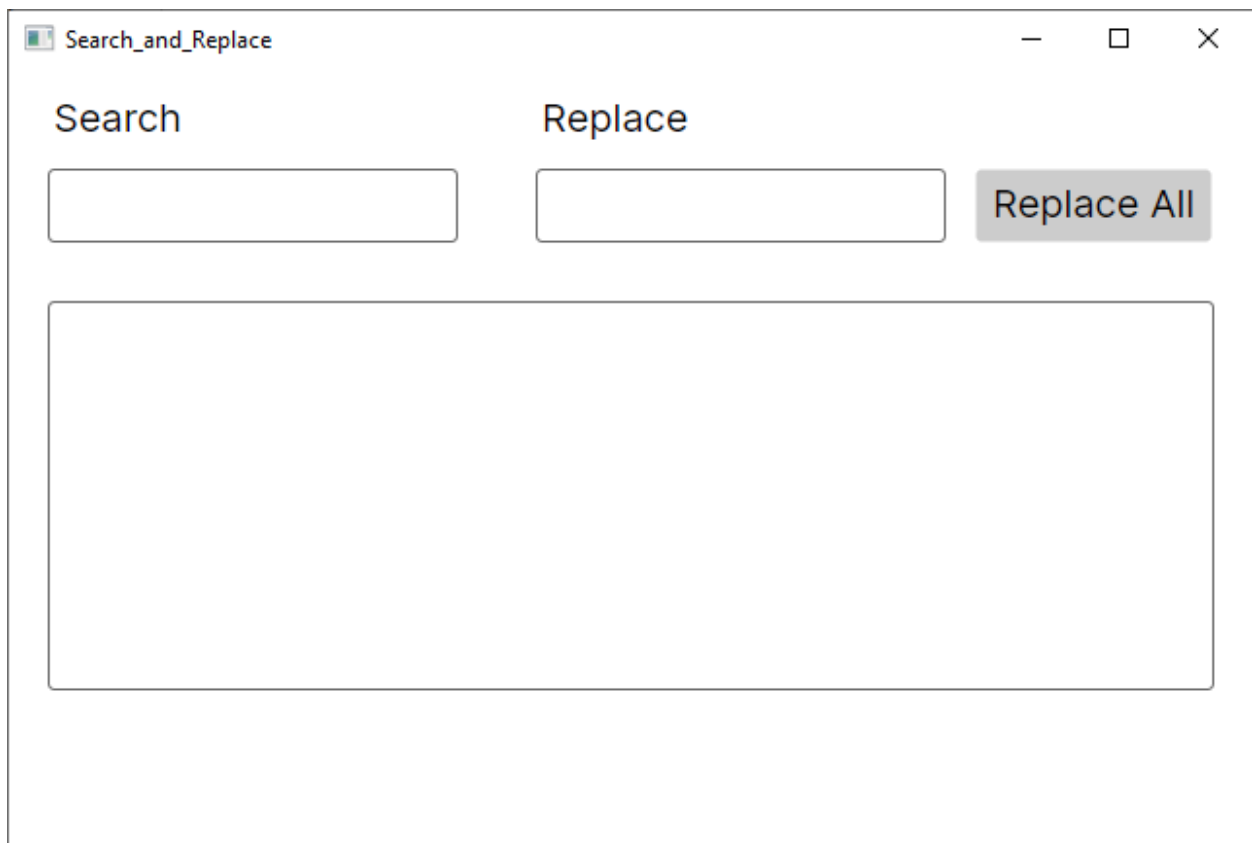


Task 1 - GUI

You will be working with the following file(s) for this exercise: **MainWindow.axaml**, **MainWindow.xaml.cs**

Purpose: Using Avalonia to create a GUI application with search and replace functionality.

1. Add the following components to your scene:
 - A Label and a TextBox for the text you will be searching for.
 - A Label and a TextBox for the text you will be replacing it with.
 - A TextBox for showcasing the text you will be search-and-replacing in.
 - A Button for implementing the *Replace All* functionality.
2. Program an Eventhandler (or Command) for the button, so every occurrence of the text in the *"search"-field* will be replaced by the text in the *"replace"-field*



Your stage should look like this at the end of Task 1

Task 2 - Simple File-I/O

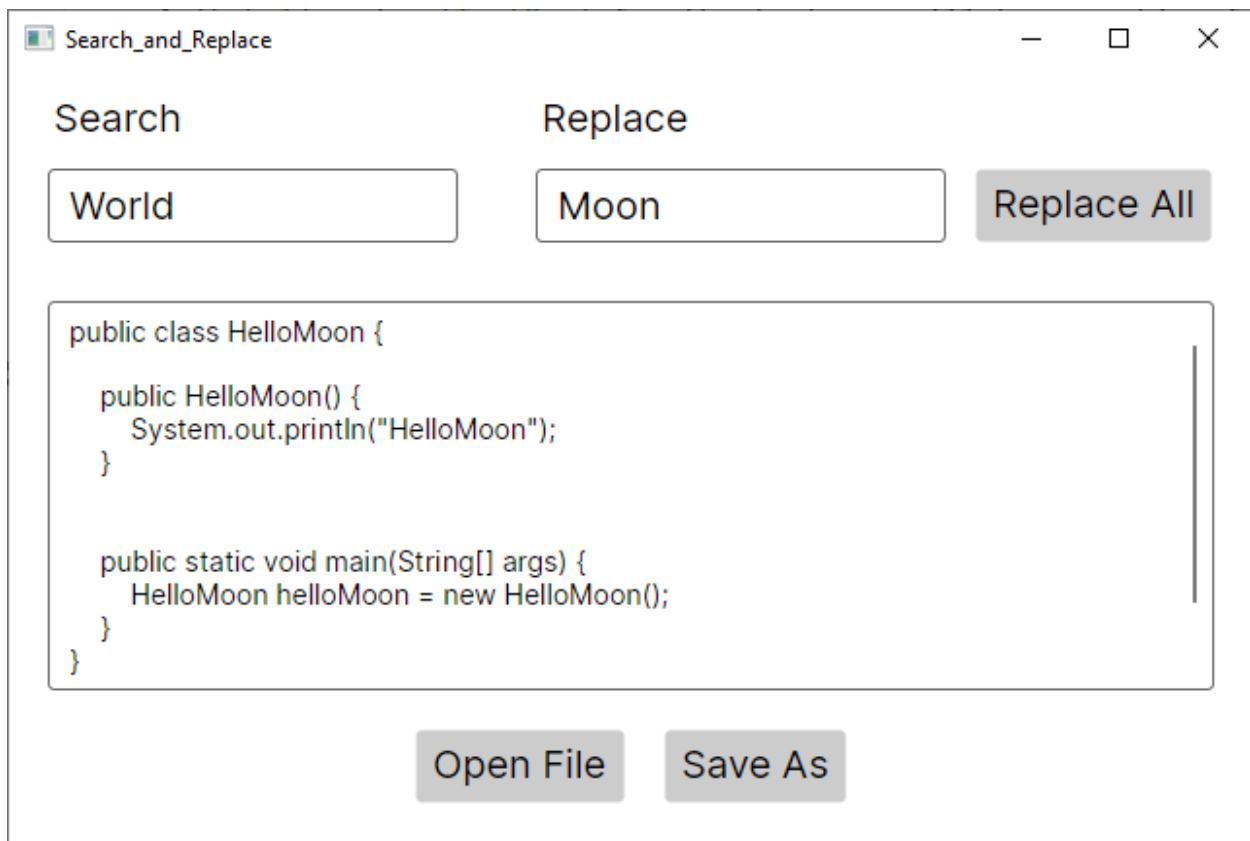
Purpose: To be able to load the text you wish to use the search-and-replace functionality from a file and saving the altered text in another file.

Hint: It is **strongly** recommended to look at the Avalonia Lecture-2 slides (File Dialogs) and Avalonia documentation on how to use File Dialogs. <https://docs.avaloniaui.net/docs/basics/user-interface/file-dialogs>

You will be working with the following file(s) for this assignment: **MainWindow.axaml**, **MainWindow.axaml.cs**, **HelloWorld.txt**

1. Add 2 buttons to your scene, "Open file" and "Save as".
2. Create a Handler for the "Open file"-button which uses the `StorageProvider.OpenFilePickerAsync()`, to select the desired file. Read the content of the inFile and load into the TextBox.
3. Create a Handler for the "Save as"-button, which uses the `StorageProvider.SaveFilePickerAsync()`, to save a file. The content of the TextBox should be written in the output file.

Example of the final stage visible below:



In this example *"HelloWorld.txt"* has been loaded. (found in the root of the project folder), all occurrences of the word *"World"* has been changed to *"Moon"* and the result has been saved to *"HelloMoon.txt"*.