# MIS 768: Advanced Software Concepts Spring 2024

# **ArrayList and Wrapper Classes**

### **Purpose**

- Apply ArrayList in aggregating objects
- Learn the usage of dialog boxes in Java programs
- Get familiarize with the wrapper classes and String class for text processing

## 1. Preparation

- (1) Launch Eclipse, and set the workspace to your personal directory.
- (2) Create a **package** to hold our source file. Select the folder **src** from the package navigator. Right click on the folder, and then select **New \ Package** from the popup menu.

  Name the package as **edu.unlv.mis768.labwork7.**
- (3) Download **07\_lab\_files.zip** from WebCampus. Extract the zip file and then import the .java files into **edu.unlv.mis768.labwork7.**

#### 2. Dialog boxes

- (4) Create a class named **PayrollDialog**.
- (5) This program demonstrates using dialogs with **JOptionPane** with **Input Dialog** and **Message Dialog**.
- (6) Please enter the following code that uses an **Input Dialog** to get the name String.

```
public class PayrollDialog {
         public static void main(String[] args) {
  7
            // declare variables
  8
             String inputString; // for reading input
             String empName; // the employee's name
             int hours; // the employee's working hours
 11
             double grossPay; // the grossPay to be calculated
 12
 13
                get the name using a input box
14
             empName = JOptionPane.showInputDialog("What is your name?");
 15
```

(7) When you see errors around **JOptionPane**, you can click the error sign on the side bar of the editor and select "**Import 'JOptionPane' (javax.swing)**" to resolve the problem. Eclipse will add the import statement at the beginning of the code for you.

(8) Please also enter the following lines of code.

Note that the **JOptionPane's showInputDialog** method always returns the user's input as a String. We need to convert it to a number before we can use it.

```
// get the hours using a input box
inputString = JOptionPane.showInputDialog("Please enter the number of hours worked.");
// convert the string to numeric value
hours = Integer.parseInt(inputString);
```

(9) Finally, complete the following code to use a Message Dialog to show the result, and **System.exit(0)** to end the program.

```
// declare an Employee object
Employee someone = new Employee();
someone.setName(empName);

// Show the result in a message box
JOptionPane.showMessageDialog(null, someone.getName()
+", your gross pay is $"+someone.calcSalary(hours));

System.exit(0);
```

(10) You can now run and test the program.

#### 3. Testing and processing character data

(11) Open the partially completed program **CustomerNumber.java** 

In this program, the user will enter a customer number, and we'd like to verify whether the input follows the required format.

We can test whether a character is a letter by using *Character.isLetter()* method, and test whether a character is a digit by using *Character.isDigit()* method.

#### (12) Please complete the program

```
The isValid method determines whether a String is a valid customer number.
* If so, it returns true.
* @param custNumber The String to test.
* @return true if valid, otherwise false.
private static boolean isValid(String custNumber) {
    boolean goodSoFar = true; // Flag
    int i = 0;
                                // Control variable indexing the char
    // Test the length.
    if (custNumber.length() != 7)
        // set the flag to false if the length isn't right
        goodSoFar = false;
    // if it passes the length test
    if (goodSoFar){
        // Test the first three characters for letters.
        for (i=0; i<3; i++){</pre>
            // get one char
            char d =custNumber.charAt(i);
            // if the char is not a letter
            if (!Character.isLetter(d))
                // set the flag to false
                goodSoFar = false;
           Test the last four characters for digits.
            // get one char
            // if the char is not a digit
                // set the flag to false
    return goodSoFar;
}
```

#### 4. Searching Strings

- (13) Open the partially completed program **PersonSearch.java**.

  In this program, we'll ask the user to enter a few characters, and the program will compare the input to the elements in the array.
- (14) Try to use a for loop and the startsWith() method to complete this program.

```
// Display all of the names that begin with the
// string entered by the user.

for (int i=0; i< people.length; i++) {
   if(people[i].startsWith(lookUp))
       System.out.println(people[i]);
}</pre>
```

(15) This comparison is case-sensitive. If we would like to make it case-insensitive, we can convert the strings to uppercase before making the comparison:

```
// Display all of the names that begin with the
// string entered by the user.

System.out.println("Here are the names that match:");

for (int i=0; ic people.length; i++) {
    if(people[i].toUpperCase().startsWith(lookUp.toUpperCase()))
    System.ouc.println(people[i]);
}

System.ouc.println(people[i]);
}
```

#### 5. Extracting Characters to Arrays

- (16) Open the partially completed program StringAnalyzer.java.
  In this program, the user will enter a string. The program will count the letters, digits and spaces in the string.
- (17) Use the toCharArray method to convert the string into a char array.

```
System.out.println("Enter a string:");
input= keyboard.nextLine();

// Convert the string to a char a ray.
array = input.toCharArray();
```

(18) Then in a **for** loop, please use *isLetter*, *isDigit*, *isWhitespace* to count the numbers of letters, digits and spaces in that char array.

```
29
           // Analyze the characters.
30
          for (int i = 0; i < array.length; i++) {</pre>
31
               if (Character.isLetter(array[i]))
32
                      letters++;
33
34
35
               if(Character.isDigit(array[i]))
                   digits++;
               if(Character.isWhitespace(array[i]))
36
                   whitespaces++;
37
38
          }
```