C212 Spring 16

Intro to Software Systems

Released: Wednesday 4/13

Due: Monday 4/18 11:59 PM

# Lab 13 – HashMap, JFileChooser, JButton and overriding methods at object creation

* Run the attached jar file to see the functionality of the application
* The goal of this lab:
  1. use a HashMap in a simple program
  2. override methods at object creation
  3. use a JFileChooser
* When the “select file” button is selected, the JFileChooser allows the user to select a file. Use a HashMap to store the contents of the file, and print each word in the file and the number of times it occurs. It is fine to just print the toString method from the HashMap.
* The other button changes the background of the frame to a random color
* For the two buttons in the application, each button has its own *ActionListener* and the *actionPerformed* method for each button should be overridden when the *ActionListener* is added.
* Here is an example of how to do this for each of the buttons:

[JButton](http://www.google.com/search?hl=en&q=allinurl%3Ajbutton+java.sun.com&btnI=I%27m%20Feeling%20Lucky) button = **new** [JButton](http://www.google.com/search?hl=en&q=allinurl%3Ajbutton+java.sun.com&btnI=I%27m%20Feeling%20Lucky)("File Selector");

*//Add action listener to button*

button.addActionListener(**new** [ActionListener](http://www.google.com/search?hl=en&q=allinurl%3Aactionlistener+java.sun.com&btnI=I%27m%20Feeling%20Lucky)() {

**public** **void** actionPerformed([ActionEvent](http://www.google.com/search?hl=en&q=allinurl%3Aactionevent+java.sun.com&btnI=I%27m%20Feeling%20Lucky) e)

{

*//Execute when button is pressed*

[System](http://www.google.com/search?hl=en&q=allinurl%3Asystem+java.sun.com&btnI=I%27m%20Feeling%20Lucky).out.println("You clicked the button");

}

});