

CS 212 – Spring 2021 – Project 3

Assigned: 14 April 2021
Due: 26 April 2021
Cutoff: 29 April 2021

Create a File Menu in your GUI

Add a file menu to your BulbGUI with options to open any file for reading (and displaying the file as in Project 2), and one to Quit the program. You will need a FileMenuHandler class to handle the events from the FileMenu. Be sure to use `getAbsolutePath()` when getting the file from the JFileChooser, not `getName()`.

Handle Exceptions

Create an exception called `IllegalBulbException` (by extending `IllegalArgumentException` as shown in lecture) and have the constructor of the Bulb throw it. For our purposes, a Bulb is illegal if the wattage is less than 5. Use a try/catch statement to catch this exception in your program, and display the erroneous Bulbs to the console (do not put them in the ArrayList).

Use ArrayLists

Use an ArrayList to store the unsorted Bulbs. For this project, display only the unsorted bulbs in the GUI.

Create a jar file called **Project3.jar** and submit that to Blackboard by the due date for full credit.