

# Class Task

## JTable – 1

### Tasks:

- Design this interface (give relevant names to all controls)
- Populate the table with random data
- Write codes so when a row is selected data shows up in the fields below
- Write codes for the search button circled with red

The image shows a Java Swing window titled "JTable - 1". At the top, there is a menu bar with buttons: "Add", "Update", "Remove", "Save to Text", "Save to Excel", "Print to Console", and "Print". To the right of the menu bar is a "Search ID" label and a text input field, which is circled in red. Below the menu bar is a table with four columns: "Name", "ID", "Subject", and "Salary (\$)". The table contains six rows of data. Below the table is a large empty rectangular area. At the bottom, there is a green rectangular area containing four labels: "Name:", "ID:", "Subject:", and "Salary (\$):". Each label is followed by a text input field. This entire green area is circled in red. Below the green area is a "Status:" label followed by a text input field.

Name	ID	Subject	Salary (\$)
Sally	t001	Maths	1800
Ivy	t002	Computer	2500
Samuel	t003	English	1500
George	t004	English	1300
Mike	t005	Computer	2100
John	t006	Maths	2000

Name: ID: Subject: Salary (\$):

Status: