

# CSC207: GUI and data management

To earn the credit for this lab, you must be present in the lab class. For this lab, and for the rest of the labs in this class, please make sure to submit by end of the lab class.

## 1 Overview

This week, you will implement a simple GUI data entry screen and store the entered data in a csv file.

## 2 Log in and get things set up.

**Use MarkUs to form a group with your lab partner.** The MarkUs item for this lab is Lab5. This will require `s1` to log in to MarkUs and invite `s2` to form a group. Then `s2` will need to log in and accept the invitation from `s1`. Take a note of the group MarkUs created for you. It will be of the form `group_nnnn`.

All repositories in this course will have a URL of the form:

`https://markus.cdf.toronto.edu/svn/csc207-2016-05/repo-name`

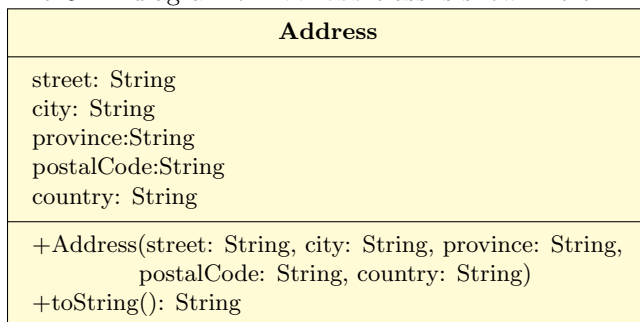
**`s1` drives and `s2` navigates.**

Now `s1` logs in and opens a new terminal window.

1. Change to `s1`'s home directory.
2. Check out your group's repository.
3. In your repository, you will find a newly created directory called Lab6.
4. Open up Eclipse. Point your workspace to the folder `repo-name`.
5. Using Eclipse, create a new Java project called Lab6. Make sure you open the Java perspective.
6. Create a new package called `lab6`.

## 3 The Address class.

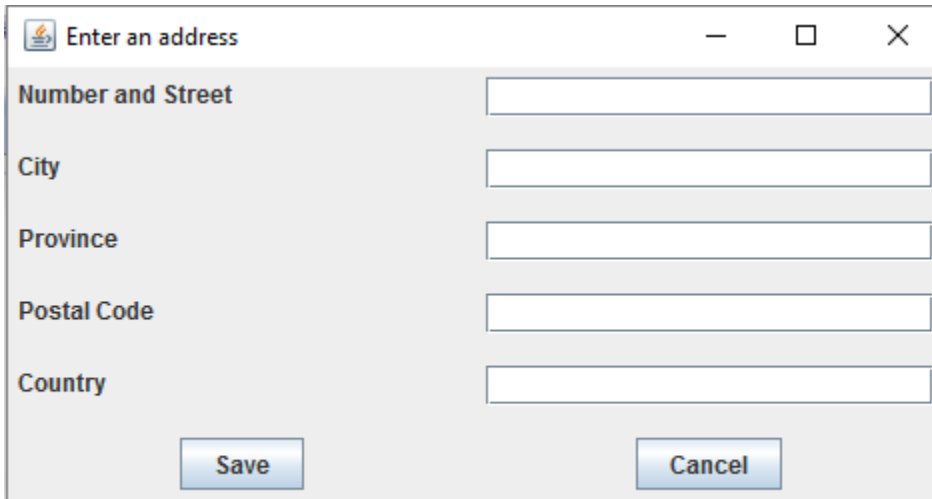
The UML diagram of Address class is shown here:



Implement this class.

## 4 The class `EnterAddress`.

Switch roles. The starter code for the class `EnterAddress` has been provided. You need to define the private class `ButtonHandler` (that implements `ActionListener`) in such a way, so when the user clicks the **Save** button, address data found in the form are stored in a new line in a csv file located in a folder of your choice and named `address.csv`. Please note the recording of a new address should not destroy previously entered addresses. When the user clicks the **Cancel** button, the form must be cleared and no data should be saved. Please see a screenshot below how the form should look like.



The screenshot shows a Java Swing window titled "Enter an address". The window contains five text input fields for the following labels: "Number and Street", "City", "Province", "Postal Code", and "Country". At the bottom of the window, there are two buttons: "Save" and "Cancel". The window has standard window controls (minimize, maximize, close) in the top right corner.

## 5 Finishing up

- Please use the provided test class to test your work (don't forget to put a pathname of your choice in the correct place!).
- Show your work to your TA.
- Submit your work on Markus.