

Computer Science AP

FriendBook GUI Project

Please help me create some software to manage my social life.

I've already come up with an original name for the software – *FriendBook*.

Here is what I need the program to be able to do:

1. Show me a list of my friends.
2. Add a friend to the list.
3. Delete a friend from the list.
4. I want to be able to re-order my friends in the list by moving them up a position or sometimes moving them down a position. Basically I want to swap the position of two friends in the list.

I'd really like the program to be easy to use. I want to type as little as possible. Mouse clicking on names in the list would be preferred over having to type numbers in text boxes. The faster I can get stuff done using this program the better!

Here's some suggestions:

- create an array of Strings to store names of friends
- start the array with a size of zero
- apply what you learned about adding, deleting, etc. to manage the changes to the list
- allow the user to select a name from the list box using mouse clicks whenever possible (it's easy to find out which index position they've selected and saves them the time of typing an index position!)
- every time you change the array, you have to clear out and re-fill the list box!
- make sure that users can't break your program by pressing buttons at bad times or trying to re-order friends into invalid index positions. You'll discover all these kind of problems along the way and have to fix them! Stick within the bounds of the array.
- refer to some of the sample code to remind you how to change arrays, convert number and strings, fill list boxes, check which index positions are selected, etc.

Check out the GUI Cheat Sheet for some how-to's when you are using Frames and components!

So start with a JFrame and get working on this software for me.