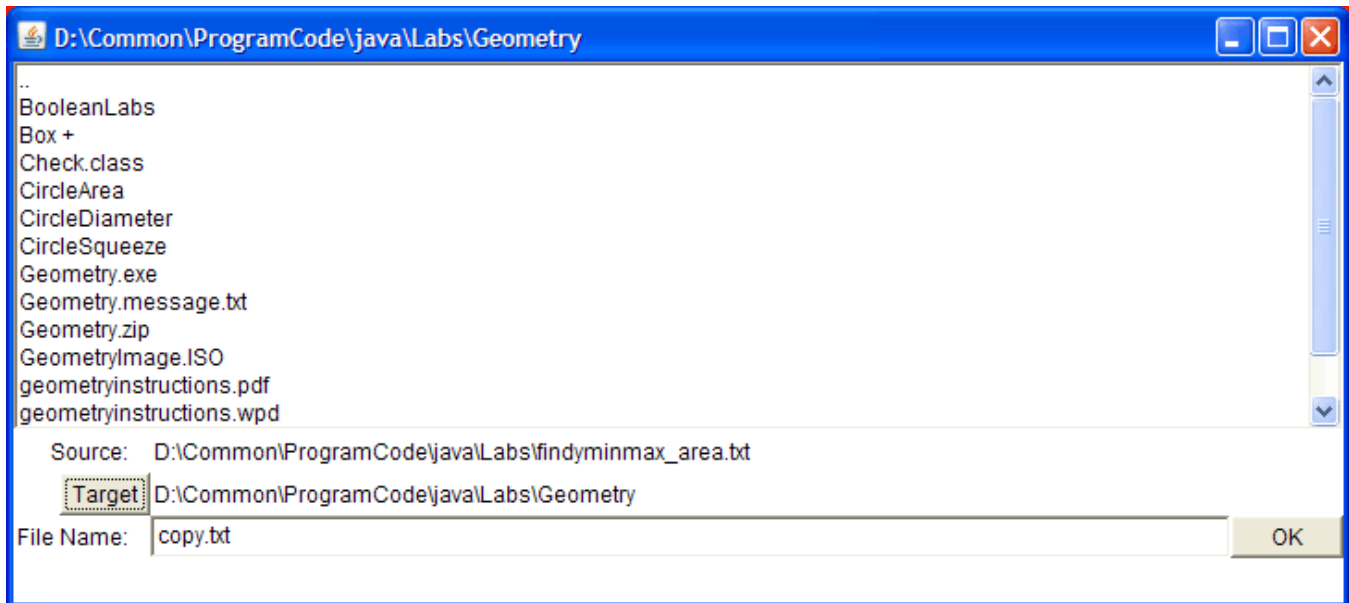


Using an IDE, write a java GUI application that will navigate the directory structure and a source file will be selected. The directory structure will be navigated again and the target directory will be selected. A target file will be selected or specified. The program will overwrite an existing file and will also allow the target to be the source. There is no file checking in this program. Use a frame with a gridbag layout manager, a list to display and select the directory structure, labels to provide headings and messages, buttons to select actions, and text fields to enter information.

The list will display the current directory. All directories that have a parent will include the .. , parent indication. All entries that are non empty directories will be indicated with a + added to the end of the name. Empty directories will only contain the name. Files will contain the name and extension. The top title bar will display the current directory. Selecting a directory will display that directory's contents in the list as previously specified. When a file is selected it will be placed into the source label. This field will change anytime a file is selected. When the Target button is selected, the current directory will be placed into the target label. A file name can be entered into the file name text field. Pressing enter from the text field or selecting the ok button will copy the source to the target providing all of the information is available. When the source file is identified and the target directory is selected, an existing target file name can be selected from the list and it will be used as the file name. The existing file will be overwritten. No testing is performed to stop the user from overwriting an existing file or overwriting the source file.



Supply the Java source code.

Label the media with:

- Your name(s)
- CET 350
- Group number
- Your e-mail address.

Name your program Main.java

At the top of the program, place a comment header containing:

- Your name(s)
- CET 350
- Group number
- Your e-mail address

Properly comment the program.

Only turn in a program that will compile without errors. A program that has compile errors will be returned un-checked. Late points will continue to accumulate until a program is turned in that compiles without errors.

