Assignment 1

In the *labs13.task1.bussiness_logic* package, create public class *TextDemo* with the following elements:

- Public method that receives, as its input parameter, the name of a text file. This method reads all the text from this file and returns the read text as a string. If an error occurs during the execution of the reading process, the method should return null. Note that the text in the file can be in multiple rows (i.e., the text can contain the end of line characters); therefore, the String to be returned from the method should also contain the end of the line sign at the end of each row.

- Public method that receives, as its input parameters, two Strings: the first one is the name of a text file, and the second is some text. The method is supposed to write the given text in the file with the given name.

In the *labs13.task1.gui* package, create visual class *TextEditorGUI* that looks like the one shown on Figure 1. The window title should be "Text Editor", and the central part of the window should contain text editor. When a user resizes the window, the central part (with the text editor) should be enlarged/shrunk, while the other components should stay unchanged.
When the "Delete" button is pressed, the content of the text area should be deleted.
When the "Load" button is pressed, name of a text file should be taken from the corresponding text field, and the text should be read from the text file and shown in the text editor. When the "Save" button is pressed, all the text from the text editor should be written into a file; the name of the file (to be used for writing the text) is given in the text field. Reading from and writing to a file should be done using appropriate methods from the *TextDemo* class.
When the "Exit" button is pressed, the execution of the program should terminate.
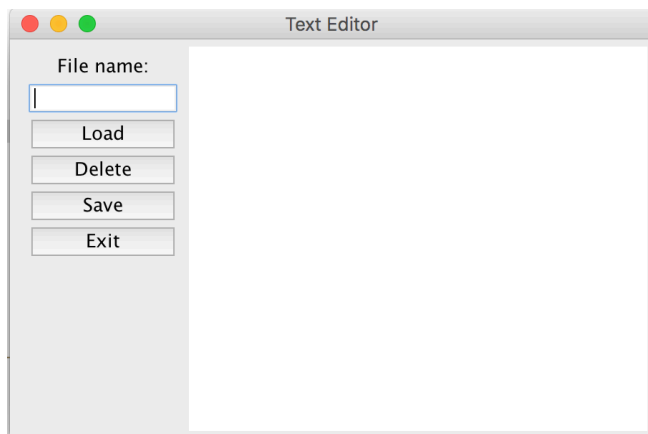

Figure 1. TextEditorGUI