Lab 6 : COSC 1020

Write a program Copier.java that will produce following output.

- The program will create a JFrame.

- You have to use panel to hold two text areas. This panel will have gridlayout with 2 columns and one row. There should be exactly two text areas in this frame.
  - textarea1: Left area: this text area allows the user to write in it
  - textarea1: Right area: this text area does not allow the user to write in it.

- You have to use another panel to hold three button objects. This panel will have flowlayout. There should be exactly three buttons:
  - button 1: clear: clears whatever you write in the left text box area
  - button 2: clear: clears whatever you write in the right text box area
  - button 3: copy: copies whatever you write in the left text box area to the right text box area.

  - Both of the clear buttons should just say "Clear". When you create a button, you can set the "ActionCommand" separately from the displayed text. So, something like
    JButton b1 = new JButton("Clear");
    b1.setActionCommand("Clear Left");

  - So, the buttons will look identical to the user, but in the actionPerformed method they will give different ActionCommand strings. (Can use help from textbook pp.983-984)
- There will be an ActionListener for the top JFrame. But you have to use ActionCommand to determine for which object the action should be executed.

- Finally, when the program runs, it will allow the user to text in the left text area. If the user hits the copy button, it will copy the content from the left text area and show it in the right text area.

- If the user hits “clear” button for the left text box, the program will remove the content from the left text area.

- If the user hits “clear right” button for the right text box, the program will remove the content from the right text area.