# Assignment #7

## Improved GUI Payroll Application

Filenames: GUIPayroll.java, Employee.java, Utility.java

Modify your GUIPayroll project to handle invalid user input in the (expected) numeric fields. Use a try/catch block when you try to get a primitive numeric representation of your String values from the TextFields.

If you detect invalid input, change the text color in your TextArea to red.

---

Revision #1
Created 9 January 2019 23:41:01 by Aaron Kimbrell
Updated 10 January 2019 16:40:21 by Aaron Kimbrell