

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

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