Calling the Builders

Since we're going to need one or more builders, we might call our main class Architect or Contractor. However, here we're dealing with lists of investments, so we'll just call it wealthBuilder. In this main class, we create the user interface, consisting of a BorderLayout with the center divided into a 1-×-2 GridLayout.

The left part of the grid contains our list of investment types and the right an empty panel that we'll fill depending on the kinds of investments selected.

```
public class wealthBuilder extends JxFrame
  implements ListSelectListener, ActionListener {
     private JawtList stockList;              //list of funds
     private JButton Plot;                   //plot command button
     private JPanel choicePanel;             //right panel
     private multiChoice mchoice;            //ui for right panel
     private Vector Bonds, Stocks, Mutuals;  //3 lists
     private choiceFactory cfact;            //the factory

     public wealthBuilder() {
       super("Wealth Builder");            //frame title bar
       setGUI();                           //set up display
       buildStockLists();                  //create stock lists
       cfact = new choiceFactory(          //create builder factory
}

//--------------
  private void setGUI() {
      JPanel jp = new JPanel();
      getContentPane().add (jp);
      jp.setLayout(new BorderLayout());
      JPanel p = new JPanel();
      jp.add("Center", p);

      //center contains left and right panels
      p.setLayout(new GridLayout(1,2));
      stockList= new JawtList(10)          //left list of stocks
      stockList.addListSelectionListener(this);
      p.add(stockList);
      stockList.add("Stocks");
      stockList.add("Bonds");
      stockList.add("Mutual Funds");
      stockList.addListSelectionListener(this);

      JPanel p1 = new JPanel();
      p1.setBackground(Color.lightGray);
      jp.add("South", p1);
      Plot = new JButton("Plot");
      Plot.setEnabled(false);              //disabled until picked
      Plot.addActionListener(this);
      p1.add(Plot);
```