Assignment03 Question02 GUI **README**

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**Installing/Creating GUI**

To run the GUI compile the source code for Quesition02GUI.java and then run the GUI class as it has a main method inside itself that will create the GUI for you. If you would prefer to make it outside of the class, you can simply instantiate a GUI object using it’s default constructor.

**0.General Layout**

On the top of the GUI you can see an output area where everything will be displayed, and below that there is an input field followed by 9 buttons to manipulate the Deque. The Deque class is setup to be used with any data type but for this GUI you can **only** use integer values

**1.Adding Numbers to the Deque**

To add an element to the Deque you must enter the number into the input field and then click either the “Insert at Start” or “Insert at End” button and the element will be added to the Deque.

**2.Removing Numbers**

Click either the “Remove from Start” or “Remove from End” button and the perspective element will be removed from the deque

**3.Checking the Start and End**

To check just the start and end of the deque simply click either the “Display Start” or “Display End” button to see those elements

**4.Checking Numbers of Elements**

Click the “Check Size” button to display how many elements are in the Deque

**5.Clearing the Deque**

Click the “Clear Deque” button to clear the whole screen as well as all of the elements from the Deque