Assignment03 question01GUI **README**

**Joshua Renelli (0344117)**

**Installing/Creating GUI**

To run the GUI you can either compile the source code for question01GUI.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**

The GUI contains 4 elements, from top to bottom there is an output area, input text area, label and button.

**1.Checking for a Word-by-Word Palindrome**

Enter the line you wish to check into the input field located above the label which says “^ Check for palindrome ^”, and then click on the button at the bottom of the GUI. The result will be displayed in the output area at the top of the GUI.