Assignment02 question02GUI **README**

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**Installing/Creating GUI**

To run the GUI you can either compile the source code for both LinkedSet.java and GUI.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 ¾ of the GUI you will see an output area where all of the operations you can do on the linked list will be presented. Below that you have your buttons to create a list, display the list, sort the list, reverse the list, and finally reset it all.

**1.Creating a List**

Simply enter the desired number of elements to be created in the set into the text area located to the left of the “create” button, then hit the create button to both create and output that list.

**2.Display/Sort/Reverse**

Once you’ve created a list of random numbers you can then use the various functions to manipulate the list. To display, sort or reverse the list simply click on the associated buttons and it will work as you can see it’s intended to.

**3.Reset**

To reset everything and create a new list, click the reset button and you will once again have access to the create button.