

Pomodoro Timer Specs

Create a `PomodoroFrame.java` class that extends `JFrame`. In this class you will add the necessary buttons to start and stop your timer as well as the functionality. Allow for error messages if one enters values that are less than one minute or greater than 24 hours. Use appropriate action listeners to stop the timer when a button is clicked. Refer to the UML for the classes you will be using

Create a `TimeoutDialog.java` that inherits `JDialog`. Add dialogue to a window as soon as the timer expires. Inherit a “beep” action from `AbstractAction`. Be sure to use appropriate action listeners when needed and import the necessary `java.awt` files to produce dialogue windows.

The `TimerLifecycle` interface will hold the `getTimerMinute`, `start`, `progressInSeconds`, and `end` methods. Please refer to the UML to see the list of methods you will be using.

The class `TimeUtil` class will hold the logic of the timer. You can use `StringBuilder` to build the final string and display your time on the window.