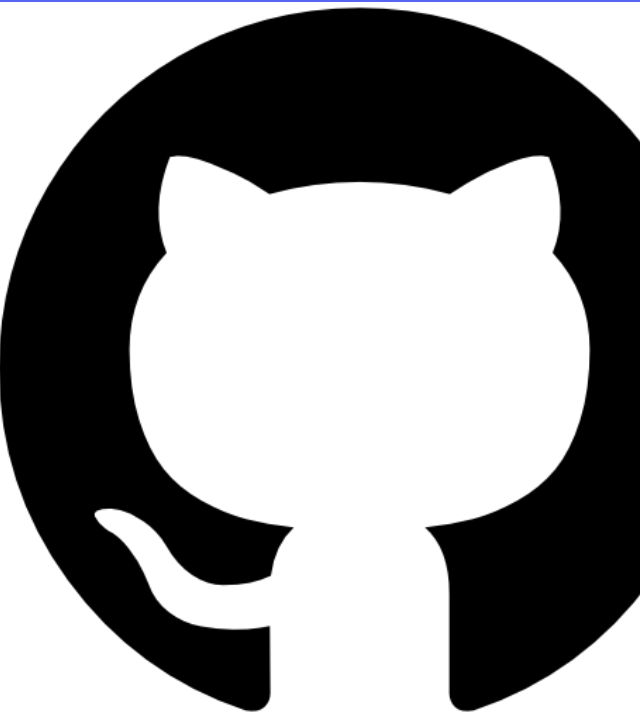
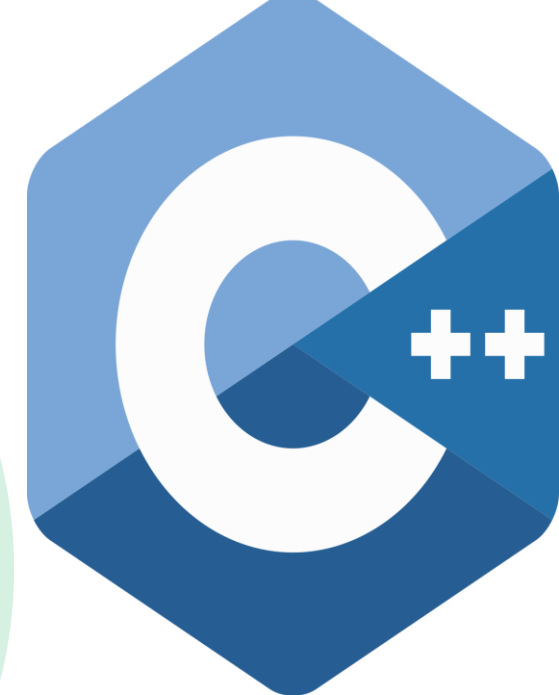
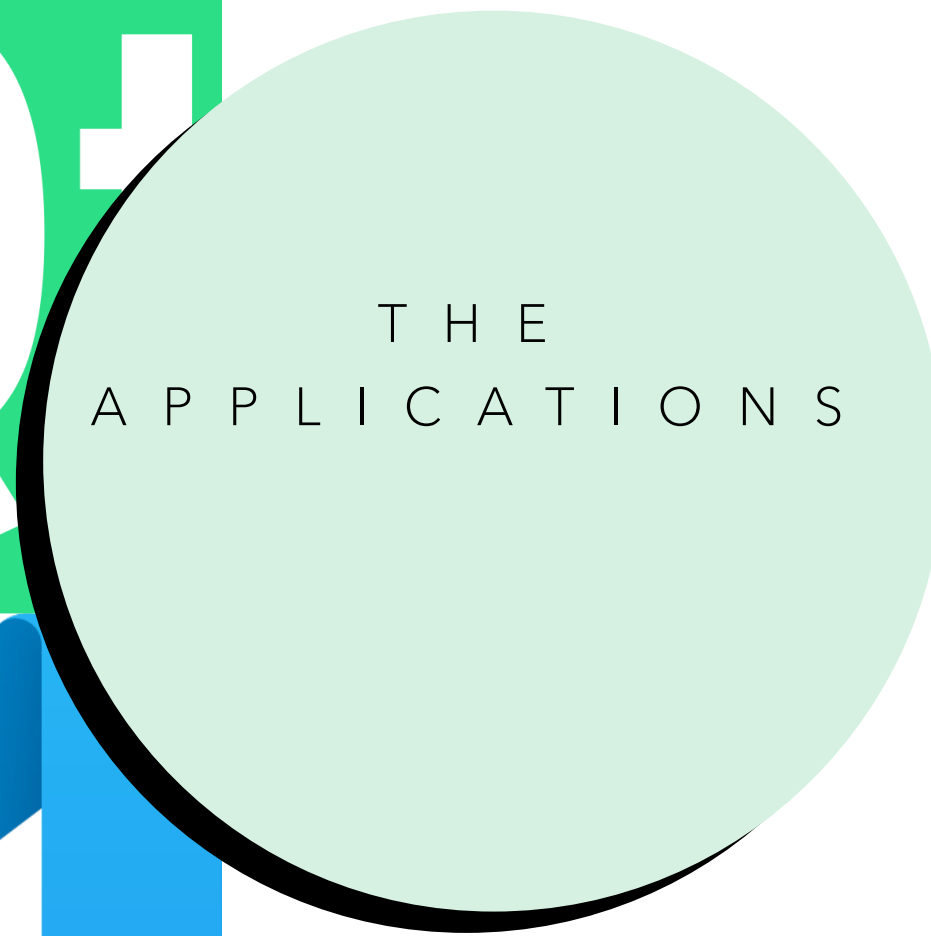
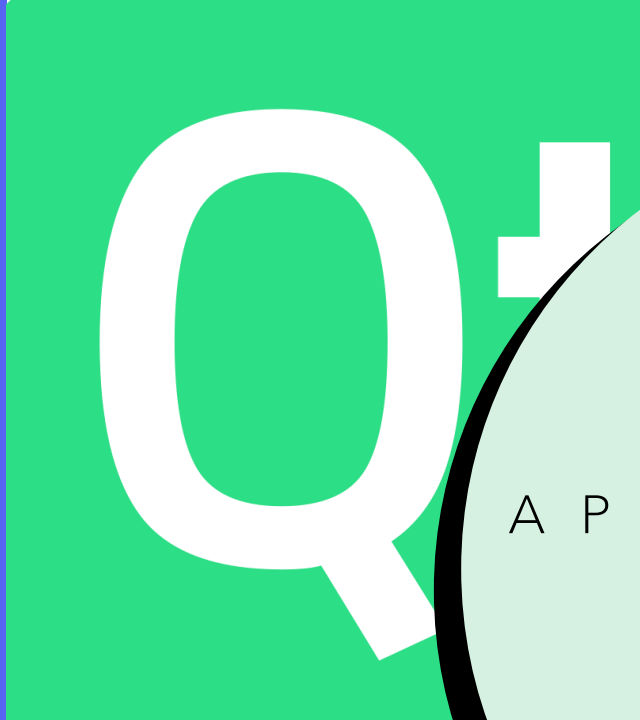


# I N D R O D U C T I O N

**WHAT ARE WE TRYING  
TO MAKE?**





WHAT DID WE USE AND  
WHY?

JavaFX™

The image shows two panels from the Visual Studio Code interface. The top panel is the 'EXPLORER' view, which displays a file tree. It is expanded to show the 'JAVAPROJECTS' folder, which contains a '.vscode' subfolder and two JSON files: 'launch.json' and 'settings.json'. Below these is the 'JavaProjects' folder, which contains a single Java file named 'YouTubeVolumeMixer.java'. The bottom panel is the 'OUTLINE' view, which shows the structure of the selected file, 'YouTubeVolumeMixer.java'. It lists 'JSON Language Features' with a sub-entry for 'version 0.2.0', followed by '[ ] configurations' and '{} 0'. Below these is 'type java'. The 'TIMELINE' view at the bottom shows the 'JAVA PROJECTS' folder, with 'JavaProjects' and its sub-entry '{} JavaProjects' listed. The 'YouTubeVolumeMixer' file is highlighted with a plus sign, indicating it is the active file.

```
.vscode > {} launch.json > ...
```

Add Configuration...

# THE CODE



# OUR GUI

- Was the UI good?
- Was the GUI user friendly and appealing?



IS THAT ALL? PHYSICAL PRODUCT!



# WHAT WE MANAGED TO ACCOMPLISHED

