Changes made to second version:

* Made main run with controllers instead of presentation loading. Makes it more obvious what is being handled by what.
* Added controller class which holds the application controller and all other controllers to use for ease of access of all controllers in the program.
* Added AppWindow, which holds the title of the app, the presentationComponent and initializes the user interface which is used in the controller.
* Added AppController interface which is used with KeyController and MenuController which connects the controllers to the main application.
* Made the class Presentation Component, which Holds information about the Colors/Fonts/Scalings and has methods for drawing text/graphics on screen which helps centralize all the graphics variables into one place.
* Made KeyPressed in keycontroller more efficient and easier to read.
* Removed methods for making the items and added them into an initialize function.
* Removed the need of a slide viewer component within the class.
* Changed the vector in slide class to arraylist because it is faster, removed the draw method, only draw methods necessary are the ones in bitmapItem and textItem
* Removed BitmapItem with empty body.
* Removed SlideViewerDefault because it is no longer being used.