**Load the GUI from an XML File**

What do I do ? (Explicit, just read the title)

An object is first described in the XML file, then the XMLParser turn it into XElement, then I have to create the object.

The Big Point : the big point is not to have to **place every object manually**. This operation is should be done is the loadFomXml function in gui class.

So each object needs a kind of default constructor, a generic one.

e.g. For a Panel the constructor is (name, Position, Color )