Chapter by chapter Project requirements: Indicate whether or not you accomplished these requirements for every chapter. For Chapters 3, 4, 7, 8, 9, 11, 13 and 14 you must state which programs where these requirements were implemented.

Chapter 1: Basic procedural programming with no syntax errors

**Correct, I have no syntax errors.**

Chapter 2: Proper use of variables and major types such as integer, double, Boolean, Final, use of print and println including concatenation. Basic use of GUI dialog boxes. Arithmetic statements and assignment statements. Keyboard input and GUI input would be best practice.

**Correct, I have used correct formatting and syntax.**

Chapter 3: Use of getters (accessors) and setters (mutators). Use of methods, parameters, arguments, return statements. Use of classes, static and nonstatic methods. Appropriate use of instance methods. Use of instance fields. Use of constructors.

**Yes, I have different classes in both GinnyRoseStudio.java and DailyProfit.java files and getters and setters in the GinnyRoseStudio.java file.**

Chapter 4: Appropriate use of scope. Use of constructors with parameters. Use overloading constructors. Use of the this reference. Use of static fields. Packages (math or similar: see this chapter for this information), constants. Use of classes, such as nested or inner classes.

**TotalProfit, services and price are all appropriately in my main() method and the calculateTotalProfit() and saveToFile are in my static method in the DailyProfit.java file.**

Chapter 5: Appropriate use of nested if statements.

**Yes, I have if/else statements in the DailyProfit.java file starting on line 52.**

Chapter 6: Use of looping, especially using for and while loops. Nested looping is preferred when possible.

**Yes, I have looping in the DailyProfit.java file starting on line 22.**

Chapter 7: Use of string and string methods. Using the equals clause when comparing two strings. The correct use of the length methods. Converting strings to numbers.

**Yes, I have string methods in my DailyProfit.java file on line 25.**

Chapter 8: Your programs must use arrays and looping to create and/or access the arrays. The use of multi-dimensional or parallel arrays is required.

**Yes, I have arrays and looping in the DailyProfit.java file starting on lines 19, 22 and 83.**

Chapter 9: The use of inheritance and the super class in your programs is required. Use of the abstract class and implementation

**Yes, I have a parent and child class. In DailyProfit.java, I have that it extends the GinnyRoseStudio.java parent class to show a message dialog.**

Chapter 10: You must use try catch blocks as much as possible throughout your programs

**Yes, I have try/catch blocks starting on line 32 in the DailyProfit.java file.**

Chapter 11: You must create and use at least one file using correct I/O syntax and logic

**Yes, I have starting on line 68 in the DailyProfit.java file my writer for I/O syntax that appropriatley logs a file text document right in my VS Code folder that I am working in.**

Chapter 12: Recursion is only required if you are submitting Yummy’s or Sammy’s.

**NA**

Chapter 13: Include any of linked lists or Generic Methods within your project.

NA

Chapter 14: Programs are expected to have button, event listeners, checkboxes or option buttons. You will need to use the JFrame, JLabel and other swing components as a part of your programs.

**Yes, I have the javax.swing.JOptionPane on the DailyProfit.java file on line 9 up at the top before declaring my first class.**