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Chapter 1: Definition of the Problem.

For my project I decided to make a program that compiles and decompiles strings of text. I chose it as it would be a good learning experience for me as it would help me understand how encoding works while also giving me a chance to learn about java’s GUI library. I used the Java programming language as it would help me learn more about Object Oriented Programming, it would also allow the project to be built on multiple different platforms due to how java is written. Having my project computerized allows for quick and easy conversion, without it I would have to learn many different types of ways to convert words into a chosen converter.