

## GUI Assignment\_2

### Online Food Ordering Apps Design

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Your mission in this exercise is to implement a **Java GUI application** (*you can use any other programming languages that you are comfortable to use*) **to provide online ordering for your favorite restaurant**. The graphical interface needs to be functional, but the controls should be laid out on the page in such a way that it could actually work if completely implemented. (*Make it simple Ordering Apps*)

Minimum requirements. Your interface need not implement the entire menu, but must contain **at least** a few of the following:

- Two JLabels, one with an icon.
- Two JButtons, one with an icon.
- One JButtonGroup with at least 3 JRadioButton options (with toggling between buttons functional).
- Two JCheckBoxes.
- One JComboBox with at least two items.
- One JTextField
- One JPanel with a titled border enclosing at least one other component.
- One tool tip on one component.
- One Menu with at least two options.

[Here are step-by-step instructions](#)

#### **Deliverable:**

1. Please submit your **source code** of your programming assignment (*any IDE you are using*)
2. Provide **brief write up** (2-3 paragraphs) to describe about the program structure.
3. **Screenshots** of your output within a MS Word .doc or Short Video Clip
4. ***Submit via d2l Module/dropbox on or before due date***