INITIAL GOALS

NAME: Dave Jefferson and Sean Harrison

LIST OF GENERIC GRAPHIC CONCEPTS YOU WISH TO ACCOMPLISH:

Re-create a simple nested structures program to graphically display options

FUNCTIONAL ASPECTS:

The program will add, subtract, multiply, or divide two numbers inputted by the user, in a graphical interface.

ARCHICTECTURUAL ASPECTS:

I will have a combo box giving the user the option to add, subtract, multiply, or divide. The choice chosen by the user will be the operation performed by the code. There will also be two text fields for the user to input two numbers. Those two numbers will undergo the operation chosen by the user, and be shown in a third text field. There will be labels clearly showing the user what each text field is for. Finally, there will be a “perform” button that tells the program to perform the mathematical operation.

**Planned Steps**

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| **New incremental feature of each step** |
| Create the main frame that holds all of the components |
| Add the three text fields, where the user inputs their numbers, and where the answer is output |
| Add the labels to describe the text fields (place them beside their corresponding text field) |
| Add the button to perform the operation |
| Add the combo box |
| Implement functionality; make the graphical components do what I have explained in “architectural aspects” |
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