**Project Journal**

December 16th:

The very first thing the program did was display an image. I played around with the code, rewriting it to insert different images and resizing the panel to the fitting dimensions.

December 18th:

Got a button onto the frame and got the image to display only when the button was clicked.

December 19th:

Added another button, a different picture is displayed if said button is clicked. It doesn’t erase the previous image yet, so the program has to be restarted every time a different picture wants to be shown.

January 8th:

Found a way that removes the previous image. Resizing the frame and then setting it back works, but it seems like it’s too buggy. The buttons keep disappearing too, probably because it’s being removed then re-added with the image. Also talked with Grondin about how I should approach the layout of the buttons and images.

January 9th:

Found an even faster and cleaner way to remove the image.

January 10th:

The buttons now go up and down a set of images instead of having an image dedicated to a certain button. There is now 3 images, but only two buttons. Still works pretty well, but it gets pretty buggy if you don’t click the same button on the second image. I added the “exit” button. I could’ve added it earlier, but I have no idea why I didn’t. I also found out that the buttons need to be double clicked at the start or end of the set of images, and I have no idea how to fix it.

January 13th:

Finally sent through with what Grondin suggested. I put the buttons in a separate panel, and used BorderLayout to put them in a certain area of the frame. Trying to figure out how to add the pictures to the jPic panel instead of the frame, but nothing I’m doing is working out very well.