

1. Offline on Java FX:

In this offline, you need to implement two GUIs. One for [FruitShop\SalesmanThread](#) and another for LogMonitor.

- a. GUI for FruitShop: In this GUI you have to keep at least three buttons. One for buy operation, one for sell and the last one for getBalance operation. You must keep two TextFields so that you can take as input, the type and amount of items to buy/sell. If your user clicks on one of the buy or sell button,
 - i. You have to read the inputs from TextFields and call buy or sell functions with appropriate arguments.
 - ii. Send LogEntry to LogMonitor.If your user clicks on the button for getBalance, you need to show the balance on your GUI (i.e. using Label.)
- b. GUI for LogMonitor: This GUI will only show the LogEntries that the LogMonitor have received.

*To keep things simple and avoid difficulties of handling thread, you are allowed to make the GUI for only one FruitShop. If you want to integrate the GUI with SalesmanThread that is also allowed and it's up to you what you will do.

**You must remember your offline is on Java FX. Don't implement the GUI using swing.

***If you have any confusions, feel free to contact me at rakinhaider@gmail.com