Description:

- Create a package called labCoin
- labCoin has 2 files: Coin.java (enum) and CoinApp.java
- In Coin.java create a public enum called Coin
- Coin has the following members:
  - Four enum constants called CENT, NICKEL, DIME, and QUARTER
  - 2 private final fields of type double: weight and diameter
  - One private constructor that initializes the two fields
- One method that overrides toString (see output)
  Make sure to add the annotation @Override right above the header of the toString method
- Pass the weight in g and the diameter values in mm to the constructor when the enum constants are created.
  Use the coin values provided in the table below:

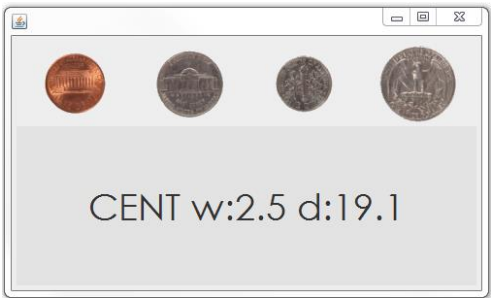
Denomination	Cent	Nickel	Dime	Quarter Dollar
Composition	Copper Plated Zinc 2.5% Cu Balance Zn	Cupro-Nickel 25% Ni Balance Cu	Cupro-Nickel 8.33% Ni Balance Cu	Cupro-Nickel 8.33% Ni Balance Cu
Weight	2.500 g	5.000 g	2.268 g	5.670 g
Diameter	0.750 in. 19.05 mm	0.835 in. 21.21 mm	0.705 in. 17.91 mm	0.955 in. 24.26 mm
Thickness	1.55 mm	1.95 mm	1.35 mm	1.75 mm

- In the main method in CoinApp do the following:
  - Use a foreach loop and the static method **`values`** to loop through all the Coin values
  - Print each coin in a separate line

Output:

```
CENT w:2.5 d:19.1
NICKEL w:5.0 d:21.2
DIME w:2.3 d:17.9
QUARTER w:5.7 d:24.3
```

Use WindowBuilder to create a GUI that displays the coin information
This time the control panel should be on top (NORTH)
As you click the coins, the information displayed changes



Window size: 500 x 300

Each coin is a JButton that displays the ImageIcon

the coin information is displayed centered in a JLabel.

Make sure to refactor your code
Hint: start extracting methods early