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Class Main

java.lang.Object
     Main

```
public class Main
extends java.lang.Object
```

Main This class will create the application frame.

Constructor Summary

Constructors

Constructor and Description
Main()

Method Summary

Methods

Modifier and Type	Method and Description
static void	**main**(java.lang.String[] args) Creates an instance of PopUpQuiz.

Methods inherited from class java.lang.Object
clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Detail

Main

```
public Main()
```

Method Detail

main

```
public static void main(java.lang.String[] args)
```

Creates an instance of PopUpQuiz. Puts the game in full-screen mode.

Parameters:

 `args` - Command line arguments, which are disregarded.