GUI Assignment
Online Food Ordering Apps Design

Your mission in this exercise is to implement a **GUI application** *(you can use any other programming languages that you are comfortable to use)* **to provide online ordering for your favorite restaurant**. The graphical interface needs to be functional, but the controls should be laid out on the page in such a way that it could actually work if completely implemented. *(Make it simple Ordering Apps)*

Minimum requirements. Your interface need not implement the entire menu, but must contain **at least** a few of the following:

- Two JLabels, one with an icon.
- Two JButtons, one with an icon.
- One JButtonGroup with at least 3 JRadioButton options (with toggling between buttons functional).
- Two JCheckBoxes.
- One JComboBox with at least two items.
- One JTextField
- One JPanel with a titled border enclosing at least one other component.
- One tool tip on one component.
- One Menu with at least two options.

Apps Options:
- Java GUI Apps: Here are step-by-step instructions
- tkinter Python Library
- wikiHow App to create executable file from Eclipse
  https://www.wikihow.com/Create-an-Executable-File-from-Eclipse
- HTML, JavaScript, Java FX, JavaSwing, etc.
  https://docs.oracle.com/javase/tutorial/uiswing/index.html

Deliverable:
1. Please submit your **source code** of your programming assignment *(any IDE you are using)*
2. Provide **brief write up** (*2-3 paragraphs*) *to describe about the program structure.*
3. **Short Video Clip and Screenshots** of your output within a MS Word .doc
4. ***Submit via d2l Module/dropbox on or before due date***