**Application-Shop**

This program has four different games and apps. Calculator, String application, Mouse-Cheese-Game and a Typing-Test. There are six classes.

**Application Class**

This class extends Jframe and the four game-app classes extends this class so they are all frames too. Three data exists in this class; the title, width and height. There is a constructor takes three args, and sets title,width and height to it. In the constructor all default methods are called. There is a method called setLocation() cause some frames are not on the middle of the screen. The child classes will override that method.

**Calculator Class**

There are many buttons and a textfield to show the result. Each button has actionListener(Calculator implements ActionListener). In the actionPerformed() method there are if statements for each button clicked(does a different operation). It can perfome for float pointing numbers too.

**StringApp Class**

As Calculator class it implements ActionListener too and has actionPerformed() method. Typing on text field and pressing enter will cause calling actionPerformed() and the method split the text into letters and show them in the text area one-by-one(with 500 millis delay). setLocation method is overrided here to set the location to a diffrent coordinate.

**MouseApp Class**

This is a game with a mouse that trying to eat cheese as much as it does in 60 seconds. The class has some pics for the mouse and cheese. At the top of the frame there are score and time labels. There is an inner class to called Panel and implemets KeyListener to move the mouse. An outOfPanel (boolean)method which checks whether mouse is out or not.

**TypeApp Class**

This is a typing test which takes 680 words from a text file. And shows up in a label waits for you to text the same word. And with a JoptionPane shows your score.

**AppShop Class**

The main class, has 5 buttons 4 for apps one has no work(Applications). Applications are created but not shown. When pressed the buttons visibility comes true. That’s all for main class.