Criterion C: Development

List of

1. Object-oriented design
2. Java Swing Development
3. Conditional / Switch Statements
4. Buffered Image / g2 Graphics
5. Action / Event Listeners
6. @Override functions
7. An important idea behind OOP is creating different objects that can generate either a visual GUI or image for the user to interact with. This is demonstrated through the use of
8. Swing was used for the majority of GUI development and was essential for displaying graphical information to the user. Swing components such as JFrame, JPanel, JButton, JTextField, GridLayouts, and so much more were very common throughout the application
9. Conditional and switch statements were generally used for basic logic behind the code that would help determine decision making for the program.
10. ~~BufferedImage was what allowed the fractal image to be added to the main Body JFrame. The Buffered Image used g2 Graphics to generate the RGB representative colors of the fractal levels as well as the infinitely smaller and repeating patterns.~~
11. ActionEvents, and other listeners were used to collect information on user input. Users had responsive listeners on the buttons and textfields.
12. The @Override functions were primarily used in ensuring user input and file access did not crash the program.