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Report

1. Instruction
    1.1. Download the project or clone the repository from github
    1.2. Once opened, execute Gradle Scripts as priming build.
    1.3. Add all the dependencies (JsonSimple v1.1.1. and flexmark-all v0.64.8)
    1.4. Make sure that you're using JDK 17.
    1.5. Compile the project if necessary.
    1.6. Run the App.java class to start the program.

2. Problems and how I solve them
    2.1. Connection of the classes with the EventsHandler class, solved by making the EventsHandler class builded with Singleton Pattern.
    2.2. Communication between View and Controller in EventsHandler, solved by adding two hashmaps (HashMap<String, Supplier<Object>> and HashMap<String, Runnable>) to run methods and get elements from the view package.

3. Bugs
    3.1. If there's no .json file in the repository folder the program couldn't work.
    3.2. If a new movie is created in the system with no price, there could be an error.
    3.3. If a new movie is created in the system with no name there's going to be a big error.
    3.4. Movies cannot be edited, yet.

4. Improvements
    4.1. Edition of JButton to make it plain and dark with hover effect.
    4.2. Edition of JScrollBar to make it plain and dark.
    4.3. Edition of JTable to make it dark, with interleave colours and with the edited JScrollBar.
    4.4. JSON system to save and load data easily from the repository folder.
    4.5. Markdown Text Format reader to load the README.md data in the program.