UNIT CONVERTER WITH SWING GUI

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1. Why did you choose this project

2. What does it compute? What are the inputs to and the outputs from your program?

3. Describe how the program works.

4. What have you learned from this project

5. Indicate where the 2 classes, 1 loop, 1 recursive method definition, 1 exception handling method definition are located

6. Include a UML Diagram for your project

7. Include a work cited page