*Requirement Specification*

For my O.O.P. 2 Project 2014 I was to create a Java project that would demonstrate the following:

* At least three classes, 2 of which should be instanciatable.
* At least one GUI class, having a menu system and at least three “J” components.
* Each instantiable class should model a different aspect of a system
* The application should contain a processing element, allowing the user to process at least one transaction involving an object from each class.
* Demonstrate superclass/subclass inheritance and/or composition/aggregation
* Allow the user to add, display and hold in memory an appropriate data structure.
* Be able to save the data structure to a file and load it up again.

I decided to center my project on a basic version of Netflix which I decided to call “Netclicks”. It has 1 main Java file: “NetclicksMainMenu.java”, a secondary, instantiable class: “CreateAProfile.java”, and 5 other instanciable classes: “DieHard.java”, “LethalWeapon.java”, “PointBreak.java”, “TheBourneIdentidy.java” & “TheMatrix.java”.

From “NetclicksMainMenu.java”, selecting the profile menu, and from there “Create a profile”, will instantiate the “CreateAProfile.java” class. From here the user must enter their profile name, check boxes on what movie genres they like, and hit the save button to save their profile, closing the program and saving their changes.

Selecting the movies menu will present a drop down menu of movie genres. For the purposes of the project demonstration, only the “Action” genre is functional. Hovering over the “Action” will present a drop down submenu with 5 action titles. Clicking one of those will instantiate the class of that film title; e.g. Clicking “Die Hard” will instantiate the “DieHard.java” class.