AP Assignment 4 READ ME File

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In assignment 4, I have furthered upon my previous work for Assignment 3, where I built the BYTE ME ordering app in Java.

New additions for Assignment 4:

1. Implementation of Swing: To create a dynamic GUI to display Menu and Pending Orders List. I have displayed them in a table format (JTable) and provided a button (JButton) to alternate between the two screens.

*\*I tried implementing the code in JavaFX initially, as taught by Prof. Arun, but my system showed up with some fatal errors, which, despite various efforts, I could not resolve. I have adhered to the assignment’s instructions for using either JavaFX or Swing. I proceeded to learn Swing implementations via documentation.*

1. Serialization and Deserialization were implemented to remember order history and customers.
2. Elaborately implemented Junit testing for logins and placing orders.