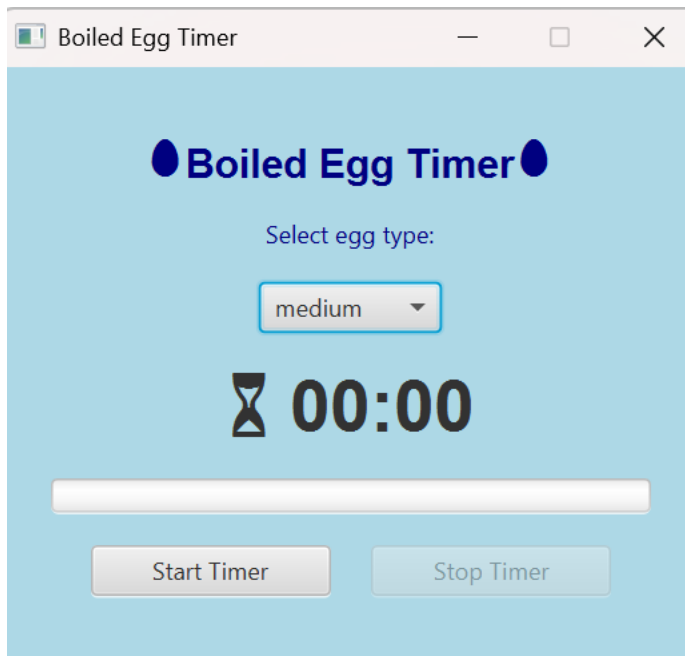
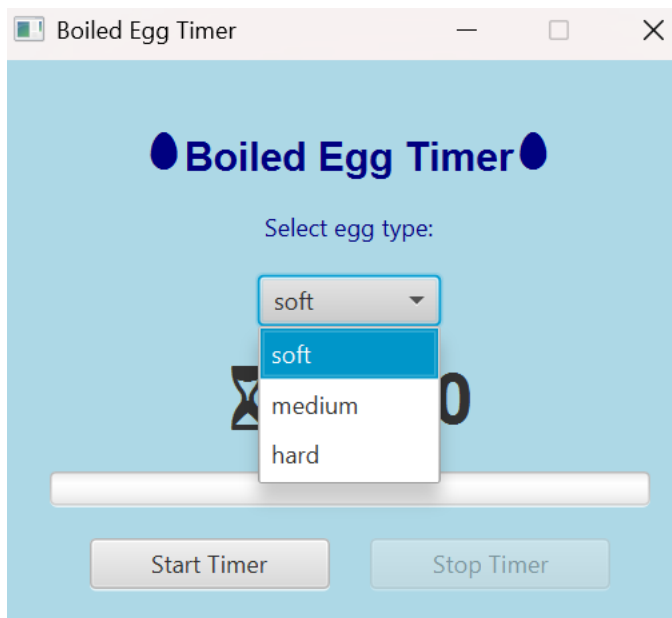


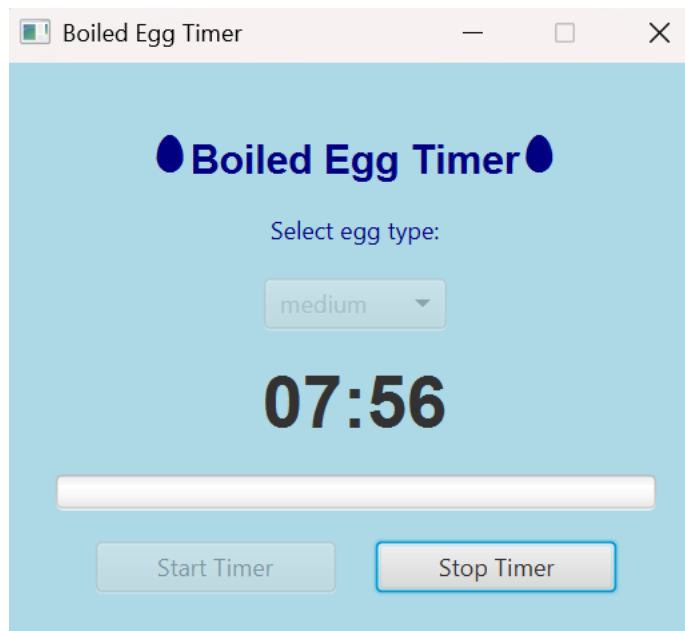
Application Overview: This project will be a cooking timer for boiled eggs. The purpose of this timer is to allow the user to select the preferred level of how well it is cooked (ie. soft boiled, medium, or hard boiled) Then the application will display a countdown timer on the screen and notify user when timer reaches zero. (DONE!)



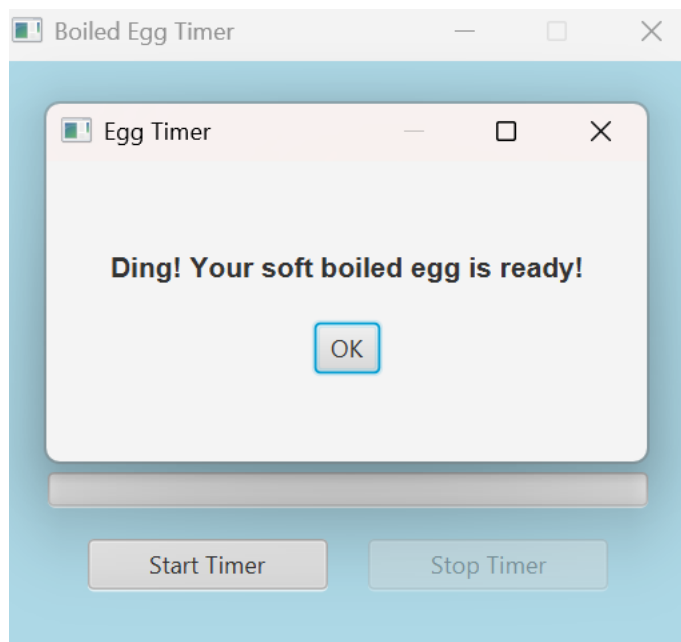
Opening screen – when the user first opens the application.



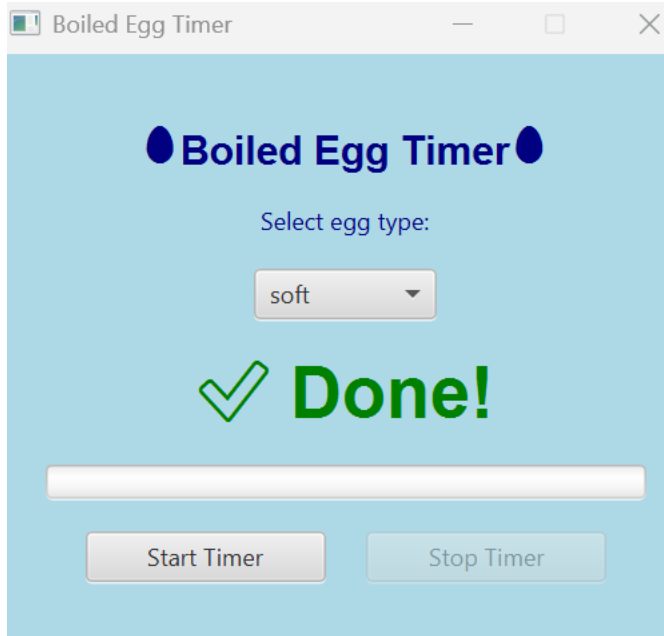
Select type – Now the user can click the dropdown bar and select the type of egg they want to boil.



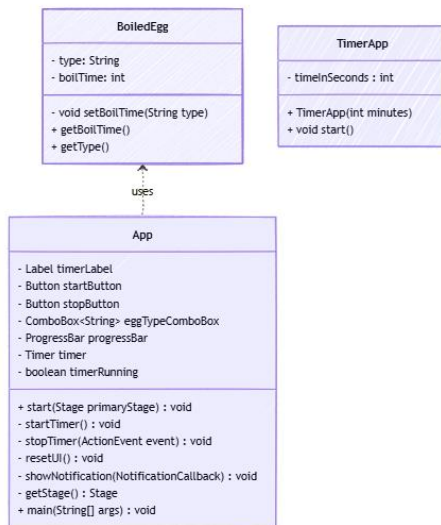
Timer countdown – once a type is selected click start timer and watch the countdown begin.



Pop up notification – once the timer is done you will receive a pop-up notification



Done! - once you close the notification the timer will just say done and you can repeat the timer if desired.



TimerApp class acts as console version of our application without the GUI, this was the basis for our design.

App class uses the BoiledEgg class as well as implements our GUI for our application.

BoiledEgg class gets the type of egg desired and used a switch statement to get back the time needed for that specific type of boiled egg.