

Assumptions

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Roll: 35

- It is assumed that the user will prespecify the type of the config file to be used. For example, the user must select at the beginning of the program whether the application should use the **config.txt** or the **config.xml** file.
- The files should be kept at the program root directory.
- The config file must be well formatted.
- The format for the xml file is as below:

```
<config>
  <Button X="150" value="Click on me" Y="250" />
  <Button value="Click on me too" X="150" Y="350" color="#87c9ff" />
  <TextField value="This is a TextField" X="510" Y="200" />
  <TextField value="Another TextField" X="510" Y="300" color="orange"
font="Arial" fontSize="40px" />
  <EditText X="510" Y="400" font="Arial" />
</config>
```

- The format of the text file is as below:

```
Button, X: 150, value: Click on me, Y: 250
Button, value: Click on me too, X: 150, Y: 350, color: #87c9ff
TextField, value: This is a TextField, X: 510, Y: 200
TextField, value: Another TextField, X: 510, Y: 300, color: orange, font:
Arial, fontSize: 40px
EditText, X: 510, Y: 400, font: Arial
```

- The program can generate a window following both Simplistic and High-detailed design style from the same config file. The final style depends only on the user's desire.
- The output window has a resolution of 970x600 px
- The elements user can define are
 - Button
 - TextField
 - EditText
- Each element can have below attributes
 - value
 - X (0 < X < 970)
 - Y (0 < Y < 600)
 - font (Available JAVA fonts)
 - fontSize (Unit must be specified. For example, "30px")

- color (Can be a string, ie. "red", "green" or any hex values ie, "#33994a", "#aa83f2")
- Display elements can overlap on each other and will not throw any exception.