Crave Programmer's Manual

This manual attempts to detail the functionality of each Java class used to create our restaurant menu database application and final project, Crave.

# User Interfaces

The user interface classes all extend the JFrame class in Java's Swing package, each making up a different interface of our application. These windows, with the exception of the CraveGUI class, all share a similar composition with two main functions:

1. addComponentsToPane() – This is an original function which abstracts the process of adding and arranging all Swing components to the window. This includes the organization of all labels, buttons, text boxes, and the like into JPanels, which are then added to the top level content pane.

1. actionPerformed(ActionEvent e) – This function is necessary as part of all classes that implement the "ActionListener" class in order to respond to button clicks.

The behaviors of each window's implementation of these functions are different, and each will be explained along with that class's overall importance below.

## CraveGUI –