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**Introduction**

The program consists of the following two classes:

1. **Application** represents the application itself. Its purpose is to encapsulate the instantiation of the JOptionPane objects and the calculation of the average speed.
   1. A select widget is used to display valid distance and time values from which the user can make a choice. The range of choices can be configured by setting the attributes with the MIN\_ and MAX\_ prefixes. The MIN\_ prefixed attributes are set to 0 because, if the loop is changed accordingly (greater than or equal to the MAX\_ prefixed attribute, no incrementing within the loop), the widget display size shrunk to show just one value at a time. Personally, I preferred seeing multiple values simultaneously.
   2. The calculation of the average speed has its own method, although as its one line of code it could have been included in the *displayAverageSpeed* method.
   3. A wrapper class could have been included (called Journey, for instance) that had distance and time, set/get methods for each attribute and a *getAverageSpeed* method that is similar to my *calculateAverageSpeed* method, except *getAverageSpeed* would use the Journey class’ attributes instead of parameters.
   4. Using recursion in the *getDistanceInKilometres* and *getTimeInHours* methods along with the null/*isEmpty* check required returning a String value from the methods, and later converting the String values into float values in the *calculateAverageSpeed* method.
2. **Main** runs the program by creating an instance of the Application class and calling the *run* method.