Introduction Document for Week3 DQ1

This project contains two classes:

1. DQ1Application
   1. This class is used to get 2 doubles from the user and tell which one is greater.
   2. Imports javax.swing.JOptionPane, which allows the program to display messages and receive input from the user using dialog boxes.
   3. Contains the following private instance variables:
      1. numDouble1 and numDouble2, which stores the numbers of type double given by the user.
   4. Contains the following public methods:
      1. displayGreeting(), which displays a welcome message.
      2. getDoubles(), which asks the user to input 2 numbers of type double to be stored in numDouble1 and numDouble2
      3. displayResults(), which displays if one number is greater than the other, or if they are equal.
   5. Contains the following private method:
      1. getDoulbeFromUser()
         1. This method takes as a parameter a message to be displayed such as “Please enter the first/second double”.
         2. This method validates the input received. If the input is invalid, then it will continually ask the user until valid data is received.
         3. The method converts the valid string received into a double, and returns it.
2. DQ2Driver
   1. This class is used to create and instance of the DQ1Application class.
   2. All of the Application’s public class methods are called in the main method.