Introduction Document for Week4 DQ2

This project contains 2 public classes:

1. Week4DQ2Frame
   1. This is the application class for this project.
   2. Extends the JFrame class
   3. Imports:
      1. javax.swing components so that JButtons, JFrames, JOptionPane dialog boxes, and JTextFields can be created.
      2. java.awt components so that:
         1. FlowLayout can be used, which specifies the arrangements of components.
         2. Event listeners and handlers can be created
   4. Contains instance variables:
      1. numJTextField, which is of type JTextField, and is used for the space that the user will enter the input.
      2. squareJButton, which is of type JButton, and is used to create the button that is pressed to initiate the events that square the input received.
      3. cancelJButton, which of type JButton, and is used to create the button that is pressed to initiate the events that ends the program.
   5. Contains the private class ButtonHandler, which implements the ActionListener interface.
      1. This private class is used for event handling (what to do when buttons are pressed).
2. Week4DQ2Driver
   1. This class is used to create an instance of the Week4DQ2Frame class
   2. The size of the JFrame created is specified.
   3. When the JFrame is closed, the program exits.