Introduction Document for Week6 DQ

This project contains 2 public classes:

1. Week6DQ1App
   1. This class is the application class for the project.
   2. Extends JFrame class.
   3. Contains instance variables for:
      1. arrayLength, which stores the value given by the user with a data type of integer, and is used to specify the number of elements in the array.
      2. arrayLengthJLabel, which is used to label the textfield that the user enters the array length into.
      3. arrayLengthJTextField, which is used as the space that the user enters the array length.
      4. okJButton, which is of type JButton, and is pressed by the user to initiate the events that create the array.
      5. cancelJButton, which of type JButton, and is pressed by the user to cancel the program (exit).
   4. 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).
   5. Contains the private methods:
      1. displayInvalidInputMsg(),which informs the user that an invalid input was received if input received is not a positive integer.
      2. createArray()
         1. This method creates an array of type integer.
         2. The length of the array, which was given by the user, is passed by value as an argument.
         3. The array is traversed:
            1. A random integer is inserted into each element, and also added to the string arrayContents.
            2. If the integer is even, then it is added to the string evenIntegers.
         4. The strings arrayContents and evenIntegers are displayed in a scroll pane within a dialog box.
2. Week6DQDriver
   1. This class is used to create an instance of the Week6DQ2App class.
   2. The size of the JFrame created is specified.
   3. When the JFrame is closed, the program exits.