Classes within our program:

SplachScreen class - displays company logo, name of program before the actual program starts

Frame class - holds all the components of the program: Screen class, menu bar, buttons

Screen class - given a Biomorph or Tree object, paints it on the screen

Biomorph class - represents the organism in the program, will hold data such as genes, width, height, and points representing its branches(for screen class to paint)

Tree class - contains a tree of biomorphs and how they are interconnected. Each biomorph will be stored in a node of the tree.

Node class - contains the information about Biomorph and links to other Nodes

The menu bar will contain following options:

-file, edit, help

file will contain:

new - for starting a new tree/ organism

save/ load option

generate random tree

- edit will have:

undo

shortcuts - for setting keyboard shortcuts for ease of use

help will contain instructions