This application is designed for the purpose of learning programming, utilizing JAVA as the primary language. The inception of this application took the form of a standard clock, providing information on the date, time, and day. Plans are underway to augment its functionalities, a process currently in the planning stage due to time constraints.

Note: As this marks my inaugural attempt at creating an application, you may encounter some beginner’s mistakes in the code and its structure. I welcome any advice on optimizing the code for better practices.

Plan of coming feature in separated file named by next version.

A detailed account of each developmental step will be documented here, commencing with version 2:

\*\*Under V2 Development: \*\*

1. \*\*The Ability to Change Color: \*\*

First, a menu is instantiated in a separate class named "Menu," extending JPanel and implementing an ActionListener. Adhering to good object-oriented programming (OOP) practices, the menu is created in the DigitalClock class, appearing in the user interface. However, a challenge arises regarding how a class can interact with actions from another class.

After conducting research, the Observer Pattern emerges as a solution to implement such class communication. An interface named "MenuClickable" is established, and it is implemented by the DigitalClock class. In the Menu class, a reference to this interface is created, and the constructor takes the interface as a parameter.

Subsequently, in the DigitalClock class, an instance of Menu takes "this" as a parameter, referencing the DigitalClock class and implementing all the interface's methods. An actionPerformed method in the Menu class is then employed to transmit the action to the DigitalClock class through the interface.