Matthew Montgomery Creational Patterns Assignment

I wanted my factory to hold the concrete builders for this procedure, and make adding any additions as easy as possible. Therefore, the factory class itself will have an object of each available builder and access to the file chooser and conversion methods. Since the concrete builders are built off of an abstract superclass, I wanted to maximize the amount of code that each builder could share. I also wanted to use a File Chooser so it would be easy for users to physically see what files they would be converting. I was able to perform both concepts by writing the chooseFile() function in the abstract class, as well as writing two private member variables that will filter the proper file extension for conversion. Any new builder will simply have to define the extension variables and write their own version of the conversion. Since some conversions will be more involved than others, it'll be important to allow the freedom to define this in each separate function. So far this design has been successful. The only issue so far has been writing code that allows users to choose which conversion to be performed. I wanted to launch a terminal for user input, but so far has been unsuccessful.