GUI

Project I

deadline 24.IV.2019 7 April 2019

Prepare `Factory` class, that will constantly produce balloons, based on dedicated class `Baloon`. A single object of `Factory` class can produce every next baloon at a random frequency between 3 and 8 seconds. The color of each balloon will be defined as enum type, delivered to the class as a constructor parameter. This type shall define at least 16 different colors.

Program will create three objects of Factory class, each of them will independly produce baloons in a unique color. Balloons will be placed in the storage, realized by the `Storage` class (based on one of java collections). Storage can contain amount of exactly 99 baloons, and whenever it reaches its limit, it will release all the baloons. Releasing order will be the reverse to the order in which they were placed in the storage.

Releasing the balloons will be presented by the animation of balloons flying skyward. When the flying balloons reach half the height of the application window , all non-red ballons will blowup. Then all the red baloons will blowup at $\frac{3}{4}$ of window height.

The project should use all the issues and solutions discussed in the lectures. Make sure that `Baloon` class objects can be used by other programmers for similar purposes.

The solution in the form of the working application should be delivered by 24.04.2019 during the classes.