

classes

## Class Main

java.lang.Object  
classes.Main

```
public class Main
extends java.lang.Object
```

Simply used for starting the application.

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### Constructor Summary

Constructors

Constructor and Description
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<code>Main()</code>
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### Method Summary

All Methods

Static Methods

Concrete Methods

Modifier and Type	Method and Description
static void	<code>main</code> (java.lang.String[] args) Creates a new instance of GUIapp, which creates the GUI and gets things rolling.

#### Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

### Constructor Detail

Main
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<pre>public Main()</pre>
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## Method Detail

### main

```
public static void main(java.lang.String[] args)
```

Creates a new instance of GUIapp, which creates the GUI and gets things rolling.

**Parameters:**

args - Standard args for main.

[PACKAGE](#) **[CLASS](#)** [USE](#) [TREE](#) [DEPRECATED](#) [INDEX](#) [HELP](#)

[PREV CLASS](#) [NEXT CLASS](#) [FRAMES](#) [NO FRAMES](#) [ALL CLASSES](#)

[SUMMARY: NESTED](#) | [FIELD](#) | [CONSTR](#) | [METHOD](#) [DETAIL: FIELD](#) | [CONSTR](#) | [METHOD](#)