Buttons

Button ‘Show Friends’ – should display all images from a folder that has all theimages of friends. Repeated press of the button should only render one set of theseimages. The image displayed should show the image name i.e. friend’s name and itmust also be a button – referred to as ‘friendButton’

friendButton – this button when clicked should reveal a gallery in another frame that has the images of friends ( as Labels not buttons) of this particular friend.

Button X – should remove the gallery of that particular friend.Button ‘Clear All’ – should clear the gallery, if displayed and just show the mainGUI window with a single frame that has the menu buttons. This button should onlyfunction if the images are visible.

Button ‘Delete a Friend’ – should launch underlying operating system windowshowing the files in the relevant folder. The user will select the friend image to bedeleted which will invoke a message window (popup) seeking confirmation of thedeletion. The deletion will only be carried out if the user confirms it and the imageswill be redisplayed without the deleted one.

Button ‘Add New Friend’ – should launch underlying operating system windowshowing the files in any folder that the image may be. The user will select the friendimage to be added that will invoke a message window (popup) seeking confirmationof the addition. The addition will only be carried out if the user confirms it and theimages will be redisplayed with the added one.

Button ‘Quit’ – should quit the application after user confirms it via a popup.The user interface is a single window with a number of frames. The applicationaesthetics will demonstrate good HCI understanding in areas of colours, fonts, lookand feel