

GUI Project

You need to create a GUI application. It should be a prototype of a part of your IA. It should have

- at least 2 frames(or one frame and 2 panels that will replace each other)
- a way to go from one frame to another
- an exit button
- read and write from/to file functionality
- at least 2 classes
- evidences of inheritance
- evidences of encapsulation
- evidences of polymorphism
- at least one static methods (not counting main)
- at least one static variable (not counting global variables in a main class)
- at least one overloaded constructor

Documentation.

- UML diagram with a list of all fields and methods. Show class relationships.
- Justification for the proposed project: The following sections could be included: - Client and/or advisor; - what are the most significant steps in making the project; - Programming language to be used with justification; Reasons for choosing this project (175-200 words).