```
/**
 * Final Project Required Stuff.
 *
 * @author Tiffany Jansen
 * @version CS162 Final Project, 06/06/2017
 */
```

Final Project Criteria

1. Your project must implement a GUI to run your application.
   a. BoardGUI
2. Your GUI must have proper layouts.
   a. BoardGUI
      i. BorderLayout(Lines 54, 57, 66, 90, 97)
      ii. GridLayout(Lines 69)
      iii. GridBagLayout(Lines 118 – 156 (+))
3. Your GUI should have a distinct look and feel.
   a. BoardGUI
4. You must use a variety of components. At least 3 out of the following list
   a. Button
      i. BoardGUI(Lines 70 – 81)
   b. Slider
   c. Progress Bar
      i. BoardGUI(Lines 92 – 97 (+))
   d. Spinner
   e. Radio Buttons
   f. Check Boxes
   g. Popup Menu
   h. Color Chooser
      i. BoardGUI(Lines 59 – 61)
   i. Other (check with me if you have other ideas)
5. You need a menu bar with at least one menu and two menu items.
   a. BoardGUI(Lines 166 – 255)
6. You must use at least one text component.
   a. BoardGUI
      i. JTextField(Lines 82 – 89 (+))
      ii. JTextArea(Lines 63 – 66 (+))
7. You must implement file I/O.
   a. BoardGUI(Lines 327 – 363)
8. You must use try catch blocks and write at least one Exception class that is used by your project.
   a. Try-Catch Blocks
      i. BoardGUI(Lines 73 – 78, 283 – 309, 329 – 344, 354 – 362)
      ii. Words(Lines 52 - 70)
      iii. Game(Lines 105 – 123)
   b. Exception Classes

        i.   NoAnswerException
        ii.   NoNegativeAnswersException
        iii.   NoDecimalAnswersException
        iv.   NoDividingZeroException

9. Use inheritance and include either one abstract class or one interface.
    a.   MathQuestion(Abstract Class)