**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).