

1. Create a class called Car.
Each car has:
 - a. a customer name (owner name)
 - b. a type (BMW, Mazda, or Toyota)
 - c. a colour (White, Red, or Silver)
 - d. a status (used, new)
 - e. an amount (a price)
 - f. tax (a percentage → between 0 and 1)

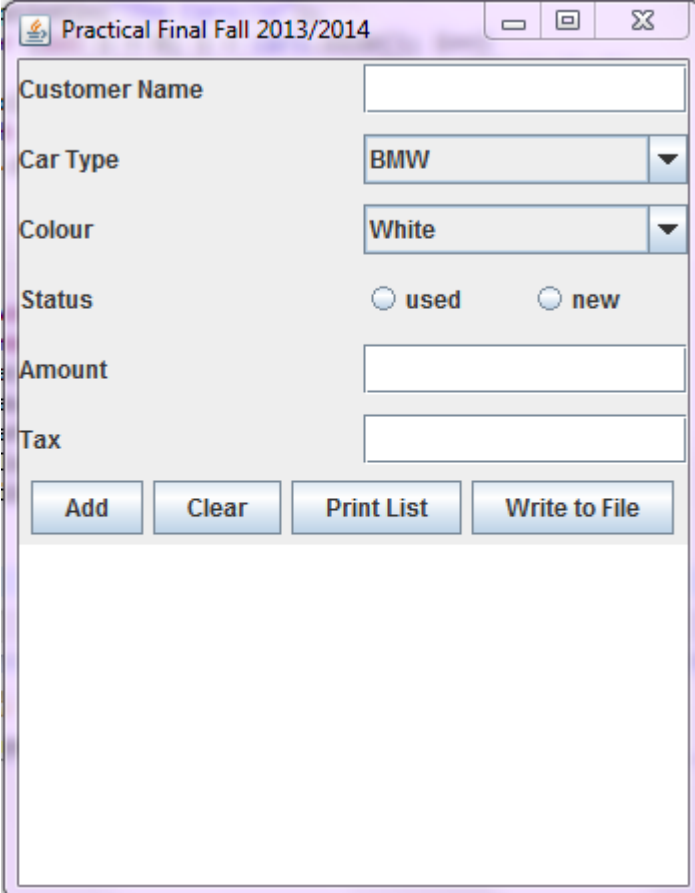
Note that:

Type and colour can be defined as static integers.

Status can be defined as Boolean.

The class has

- a. one constructor that takes values for all these data fields.
- b. A getPrice() method that returns the price of the car that returns the price of the car after the tax (car price = amount + (amount* tax))
- c. An overridden toString() method
- d. All required setters and getters.



The screenshot shows a Java Swing window titled "Practical Final Fall 2013/2014". The window contains a form with the following fields and controls:

- Customer Name:** A text input field.
- Car Type:** A dropdown menu with "BMW" selected.
- Colour:** A dropdown menu with "White" selected.
- Status:** Two radio buttons labeled "used" and "new".
- Amount:** A text input field.
- Tax:** A text input field.

At the bottom of the form, there are four buttons: "Add", "Clear", "Print List", and "Write to File". Below the buttons is a large empty rectangular area, likely intended for displaying a list of cars.

2. Create a class that creates the GUI for this project, as shown in the picture.
The buttons on this GUI:
 - a. Add: creates a new Car object with the data that is taken from the text fields, combo boxes and radio buttons, and adds it to an array list.
 - b. Clear: clears all the data written in the text fields.
 - c. Print List: prints the data about each car in the array list using the toString method in the Car class to the text area in the GUI.
 - d. Write to File: writes the data about each car in the array list using the toString method in the Car class to a file.