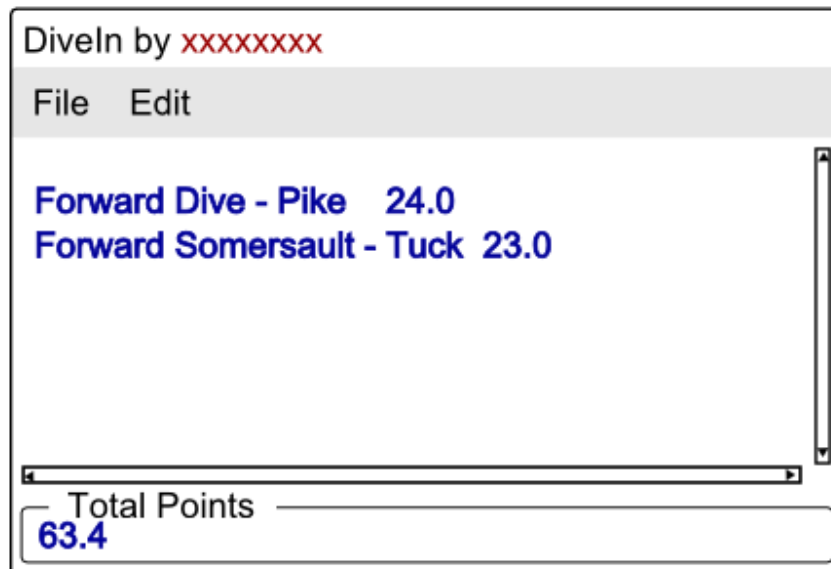# Specifications: DiveInWindow

The `DiveInWindow` class must be in the package `diving.gui`, must extend `JFrame`, and must implement `ActionListener`. In addition, it must satisfy the following specifications.

1. Visually, a `DiveInWindow` object must look something like the following (where the text in blue is representative of information entered by the user or displayed by the application and the text in red must be replaced by specific information as explained below).

   1.1. The information at the top must be displayed in the title bar.
   1.2. xxxxxxxx must be replaced by your JMU eID (e.g., bernstdh, foxcj).
   1.3. The File menu must be in the main menu bar.
      1.3.1. The File menu must have an Exit item.
   1.4. The Edit menu must be in the main menu bar.
      1.4.1. The Edit menu must have an Add item.
      1.4.2. The Edit menu must have a Reset Item.
   1.5. The main text area must always have both scrollbars.
      1.5.1. It must always have horizontal scrollbars.
      1.5.2. It must always have vertical scrollbars.
2. It must have a `CompositeScore` attribute that is used to calculate the information displayed in the Total Points area.
   2.1. The `CompositeScore` object must weight each raw score by the degree of difficulty for that dive.
   2.2. The `CompositeScore` object must calculate the total of the weighted raw scores.