Random Sentences Lab

Write a GUI-based program that allows the user to perform the following tasks:

- Add a noun to a list of nouns
- Add a verb to a list of verbs
- Generate a random sentence from the two lists
- View a history list of all sentences that have been generated
- Reject a newly generated sentence as nonsensical (and remove it from the history list)

Sentences should be of the form “The <noun> <verb> the <noun> with a <noun>.” For example, if the list of nouns contains “girl,” “ball,” and “bat” and the list of verbs contains “hit,” a random sentence is “the girl hit the ball with a bat.” Of course you are just as likely to get “the bat hit the girl with the ball” or “the ball hit the ball with the girl.”

Generate only sentences that have not been seen before. Once a sentence is created (before displaying it), examine the history list to see if it is already there. If it is, automatically generate a new sentence. Repeat this process up to five times before giving up and prompting the user to enter more nouns and verbs.