

# Specifications: DiveEditorDialog

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

1. Visually, a `DiveEditorDialog` 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).

The screenshot shows a dialog box titled "Enter the Scores". Inside, there is a drop-down menu with the text "Forward Dive - Pike" in blue. Below the menu are five input fields, each with a three-letter country code and a score in blue: ALB (8.5), BEL (9.0), CAN (5.0), DJI (8.0), and ESA (7.5). At the bottom right of the dialog are two buttons: "OK" and "Cancel".

- 1.1. The information at the top must be displayed in the title bar.
- 1.2. The description of the dive must be selectable from a drop-down list that contains all of the relevant dives.
- 1.3. The three-letter codes must be the country abbreviations for the judges.
  - 1.3.1. There may be any number of judges for a particular competition.
2. The `getValue()` method must return a `CompositeScore` object.
  - 2.1. Each component of the `CompositeScore` object must be a `LeafScore` with the judge's country-code as the key and the judge's score as the value.
  - 2.2. The `CompositeScore` object must drop the highest and lowest scores from the judges.
  - 2.3. The `CompositeScore` object must calculate the total of the remaining scores from the judges.