J4L 4-State Mailmark barcodes

The code below shows how to create a Mailmark barcode and save it to a file:

```java
import com.java4less.mailmark.Barcode;
import com.java4less.mailmark.ImageEncoder;

public class Example {

    public static void main(String[] args) {

        Barcode barcode = new Barcode();
        barcode.setSize(300,300); // set size
        barcode.setSymbology(Barcode.BARCODE_C);
        barcode.setFormat("1");
        barcode.setItemId("16563762");
        barcode.setfClass("0");
        barcode.setPostCodePlusDPS("EF61AH8T ");
        barcode.setVersionId("1");
        barcode.setSupplyChainId("38");
        ImageEncoder   be=  new ImageEncoder(barcode,"JPEG","barcode.jpg");

    }
}
```

the com.java4less.mailmark.Barcode is the main class for the barcode creating.

The formatting properties are:

- **Symbology**: it can be Barcode.BARCODE_C or Barcode.BARCODE_L.

- **LeftMargin:** selfexplaining (in pixels, (default is 30).

- **TopMargin:** selfexplaining (in pixels,(default is 30).

- **BackColor:** background color (default is white).

- **BarSpacing:** pixels between bars (default is 2).

- **BarHeight:** height of bars in pixels (default is 8).

- **ExtendedBarHeight:** full bar height (default is 20).

- **QuiteZone:** pixels between barcode and text (default is 10).

- **BarWidth:** width of bars in pixels (default is 2).

- **UserTextBottom:** text below the barcode.

- **UserTextTop:** text above the barcode.

- **BarColor:** bars color (default is black).

- **FontColor:** user text color (default is black).

- **TextFont:** font for user text.

Properties related to Mailmark:

- **Format**: value between 0 and 4.

- **ItemID**: an eight digit string.

- **fClass**: a single character between 0 and E (14 in Hexadecimal)

- **PostCodePlus DP**S: a nine character string.

  - The value "XY11   " shall be used for international destinations.

  - Or a pattern of characters for domestic codes (utward postcode, an inward postcode, and a Delivery Point Suffix).

- **VersionId**: always 1.

- **SupplyChainID**:

  - for symbology C a 2 digit string value between 00 and 99

  - for symbology L a 6 digit string value between 000000 and 999999

Methods:

- **paint(Graphics g)**: use this method for paining onto a graphics object
- **setSize(width, height)**: sets the size of the output image in pixels. This method must be called before paint().