

Calvin Chen Xingzhu - Project Portfolio

PROJECT: AddMin+

Overview

My team of 4 software engineering students and I were tasked with enhancing a basic command line interface desktop addressbook application for our Software Engineering project. We chose to morph it into an employee records management cum communication system called AddMin+. This enhanced application enables office managers to file and recall employee data; manage employee work schedule and leave application; and email employees directly without opening an email application.

This is what our project looks like:

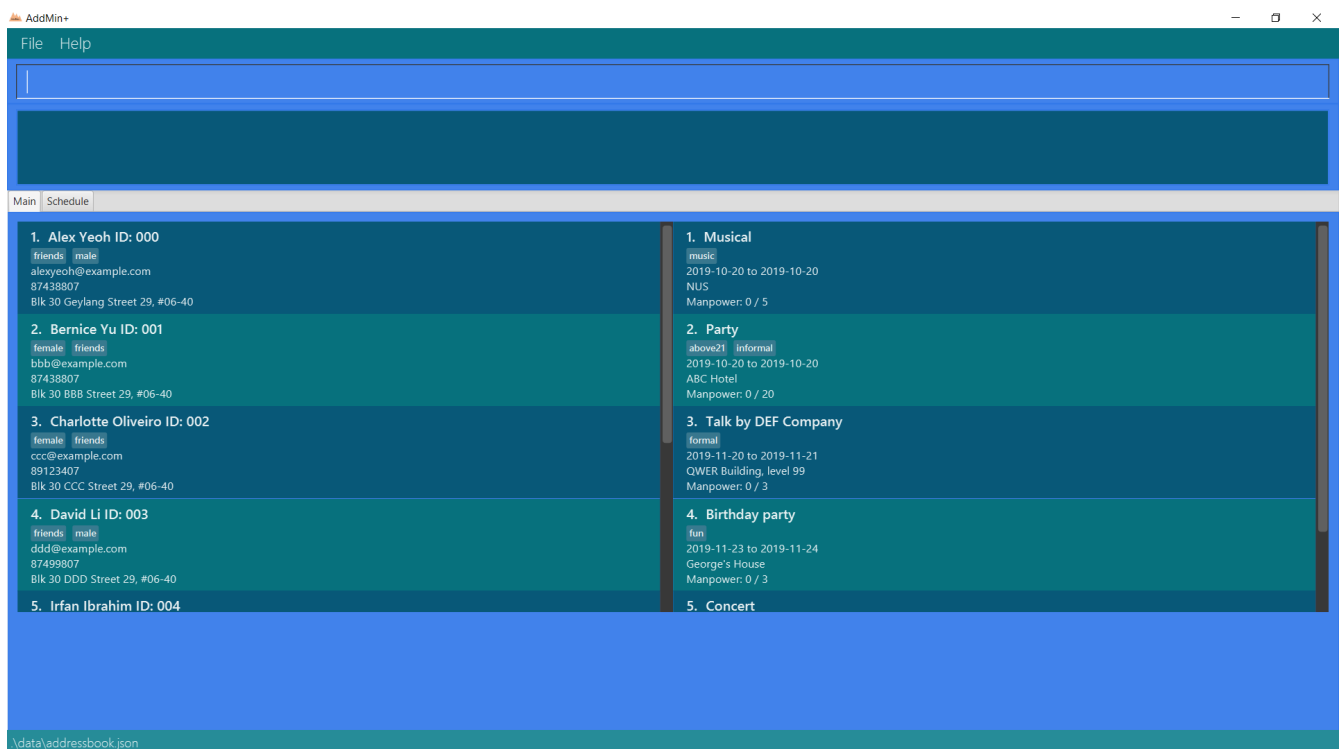


Figure 1. The graphical user interface for AddMin+.

My role was to design and write the codes for the fetch and allocate features. The following sections illustrate these enhancements in more detail, as well as the relevant documentation I have added to the user and developer guides in relation to these enhancements.

Summary of contributions

- **Major enhancement:** added **automated allocation of employees to event commands** with **GUI feature**
 - What it does: allows the user to allocate employees to an event with certain filter requirements.
 - Justification: This feature improves the product significantly because a user can now associate employees with events. The GUI feature further provides convenience for users.
 - Highlights: This enhancement affects existing commands and commands to be added in future. It required an in-depth analysis of design alternatives. The implementation too was challenging as it required significant changes to both **Event** and **Employee** classes.
- **Minor enhancement:** added a **fetch_ev** command that allows the user to view more details about a specified event. The GUI feature allows users to simply double-click an event to execute this command. This GUI enhancement is complementary to the **automated allocation** feature previously mentioned.
- **Code contributed:** [[Functional code](#)] [[Test code](#)] *{give links to collated code files}*
- **Other contributions:**
 - Project management:
 - Ensured integration of various components (e.g. storage, logic, model) during the morphing phase.
 - Managed releases **v1.3** - **v1.5rc** (3 releases) on GitHub
 - Enhancements to existing features:
 - Updated GUI to show both employee and event list
 - Updated the GUI color scheme (Pull requests [#33](#), [#34](#))
 - Documentation:
 - Did cosmetic tweaks to existing contents of the User Guide: [#14](#)
 - Community:
 - PRs reviewed (with non-trivial review comments): [#12](#), [#32](#), [#19](#), [#42](#)
 - Reported bugs and suggestions for other teams in the class (examples: [1](#), [2](#), [3](#))
 - Some parts of the history feature I added was adopted by several other class mates ([1](#), [2](#))

Contributions to the User Guide

Given below are sections I contributed to the User Guide. They showcase my ability to write documentation targeting end-users.

Event-Specific Management

Automated allocation of Employees to Events: **allocate** (also a GUI feature)

Automatically chooses and allocates employees that meet the requirements to events .

Format: **allocate** **EVENT_INDEX** [**n/NUMBER**] [**t/TAG**]

TIP

Fields in [] are optional. Random selection of employee to allocate if supply exceeds demand of event.

- Allocates a **NUMBER** of employees to the event at the specified **EVENT_INDEX** filtered based on **TAG**.
- The **EVENT_INDEX** refers to the index number shown in the displayed event list.
- The **NUMBER** refers to the number of employees to be allocated to the event.
- Both **EVENT_INDEX** and **NUMBER** **must be a positive integer** 1, 2, 3, ...
- If no **NUMBER** is specified, it is assumed to be the current manpower count required by the event.

Examples:

- **allocate 1**
Allocates available employees to the 1st event.
- **allocate 2 n/3 t/female**
Allocates 3 employees who are tagged as 'female' to the 2nd event.

Manually allocation of Employees to Events: **allocatem**

Manually chooses and allocates employees to events.

Format: **allocatem** **EVENT_INDEX** **n/EMPLOYEE_INDEX**

- Allocates an employee with **EMPLOYEE_INDEX** to the event at the specified **EVENT_INDEX**.
- The **EVENT_INDEX** refers to the index number shown in the displayed event list.
- The **EMPLOYEE_INDEX** refers to the index number shown in the displayed employee list.
- Both **EVENT_INDEX** and **EMPLOYEE_INDEX** **must be a positive integer** 1, 2, 3, ...

Examples:

- `allocatem 1 n/2`

Allocates the 2nd employee on the employee list to the 1st event on the event list.

Fetch Full Details of an Event: `fetch_ev` (also a GUI feature)

Fetches an event by displaying a pop-up window with full details of the event.

Format: `fetch_ev EVENT_INDEX`

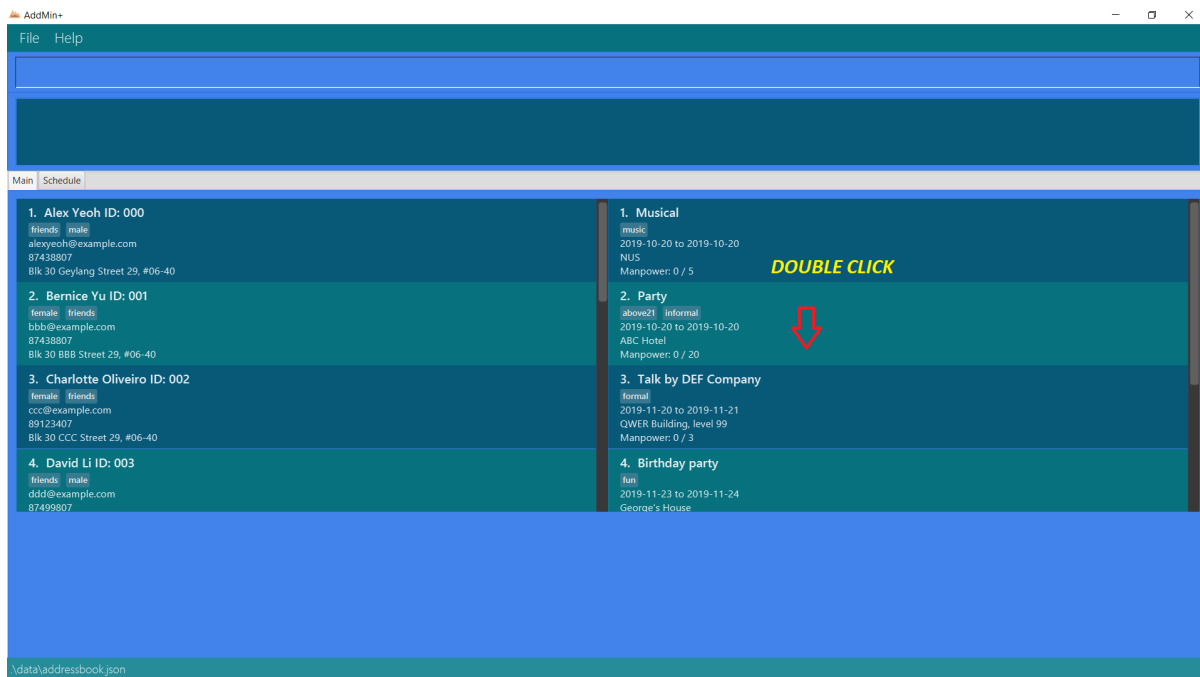
- The `EVENT_INDEX` refers to the index number shown in the displayed event list.
- The `EVENT_INDEX` must be a positive integer 1, 2, 3, ...

Examples:

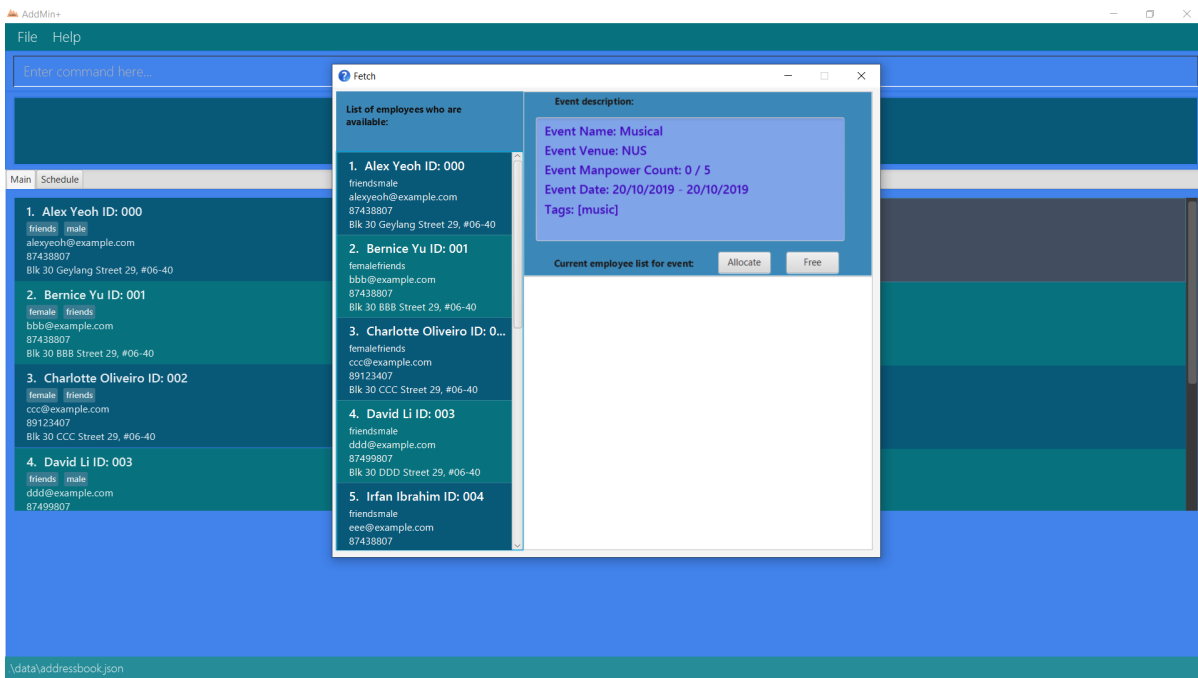
- `fetch_ev 2`

Returns the 2nd event from the event list

Alternatively, simply **double-click the event** in the list.



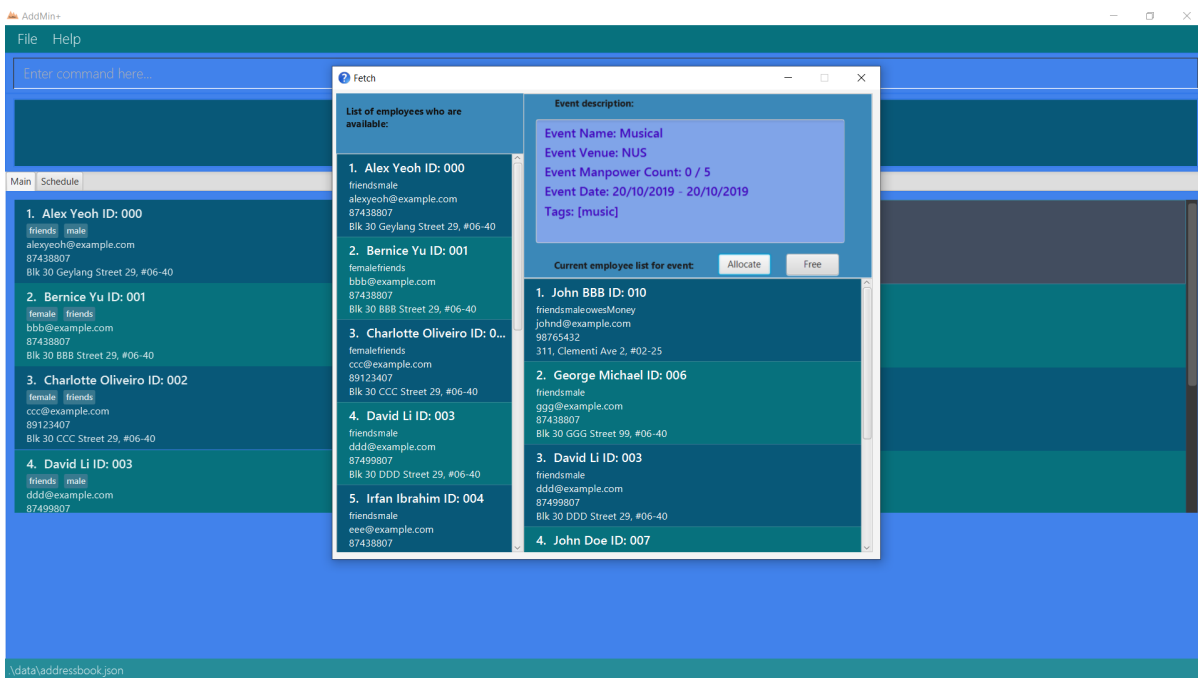
After double-clicking, a pop-up window with details of the specified event should show: **Notice there are 2 buttons near the centre of the window.**



To allocate employees to this event, simply **click the 'allocate' button**. After clicking the allocate button, the employee list should be updated. Likewise, to free/deallocate employees, **click the 'free' button**.

NOTE

If the employee list is not updated, it means the current manpower available is insufficient to fulfil the requirements of the event.



Contributions to the Developer Guide

Given below are sections I contributed to the Developer Guide. They showcase my ability to write technical documentation and the technical depth of my contributions to the project.

Automated allocation of Employees to Events feature

Implementation

The `AutoAllocateCommand` has an auto-allocation mechanism which is facilitated by methods in `Event`. The `AutoAllocateCommand` takes in three arguments:

1. `eventIndex` - index of event in the displayed event list
2. `ManpowerCountToAdd` - number of employees to allocate [optional]
3. `tagList` - a set of tags to filter the employees [optional]

Additionally, the `AutoAllocateCommand` uses the following operations:

- `Event#isAvailableForEvent()` — Checks if an employee is available for the event.
- `AutoAllocateCommand#createAvailableEmployeeListForEvent()` — Creates a list of employees available for the event, filtered by the tags specified by user.
- `AutoAllocateCommand#getManpowerNeededByEvent()` — Calculates the number of employees currently required by the event.
- `AutoAllocateCommand#createEventAfterManpowerAllocation()` — Creates a new event with a updated manpower list.

Given below is an example usage scenario and how the auto allocation mechanism behaves at each step.

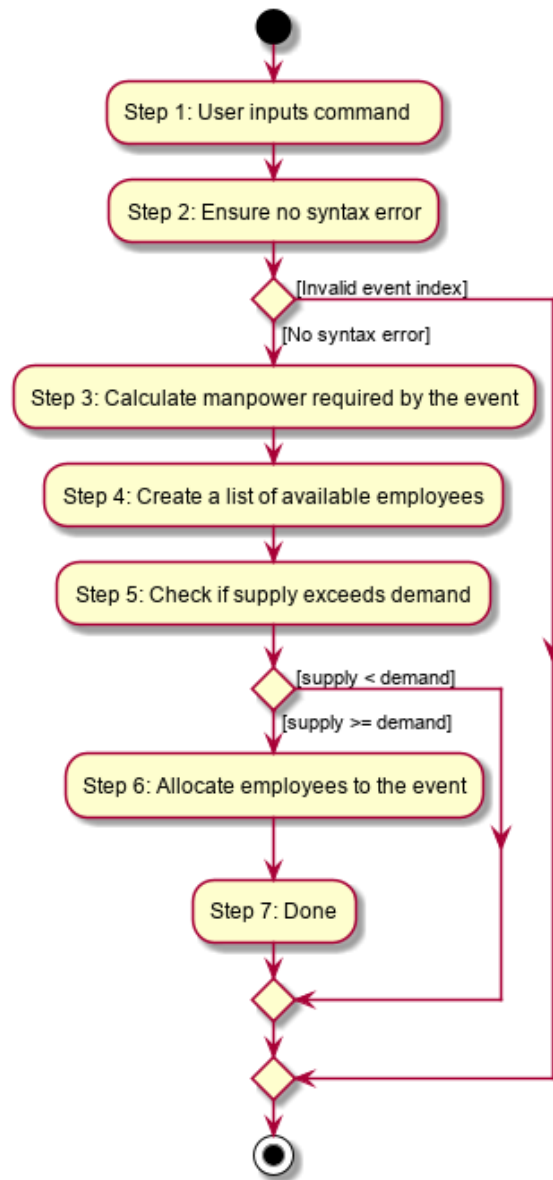


Figure 2. Program flow of the Auto Allocate Feature

Step 1. The user executes `allocate 1 n/2 t/female` with the intention to allocate 2 employees with tag [female] to the 1st event displayed in the event list.

Step 2. The command checks if `eventIndex` is valid and if `ManpowerCountToAdd` is specified.

NOTE

If `ManpowerCountToAdd` is not specified, it is assumed to be the maximum number possible for the event. Validity of other command arguments e.g. if `ManpowerCountToAdd` is a positive integer is checked by `AutoAllocateCommandParser` and not within the command `AutoAllocateCommand`.

Step 3. The command calls its own method `AutoAllocateCommand#getManpowerNeededByEvent()` to get the number of employees required by the specified event.

Step 4. The command calls its own method `AutoAllocateCommand#createAvailableEmployeeListForEvent()` to create a filtered list of employees based on the `tagList` and if employee satisfies `Event#isAvailableForEvent()`.

Step 5. The command checks if supply (number of employees in filtered list in step 4) exceeds

demand (number of employees required by event, generated in step 3).

NOTE If demand exceeds supply, an exception will be thrown to the user. If the supply exceeds demand, employees will be randomly selected instead.

Step 6. The command calls `Event#createEventAfterManpowerAllocation()` to create a new event with a updated manpower list.

NOTE For storage purposes, only the `Employee#EmployeeId` is saved in the event's manpower list.

Step 7. Done.

The following sequence diagram shows how the auto allocation works:

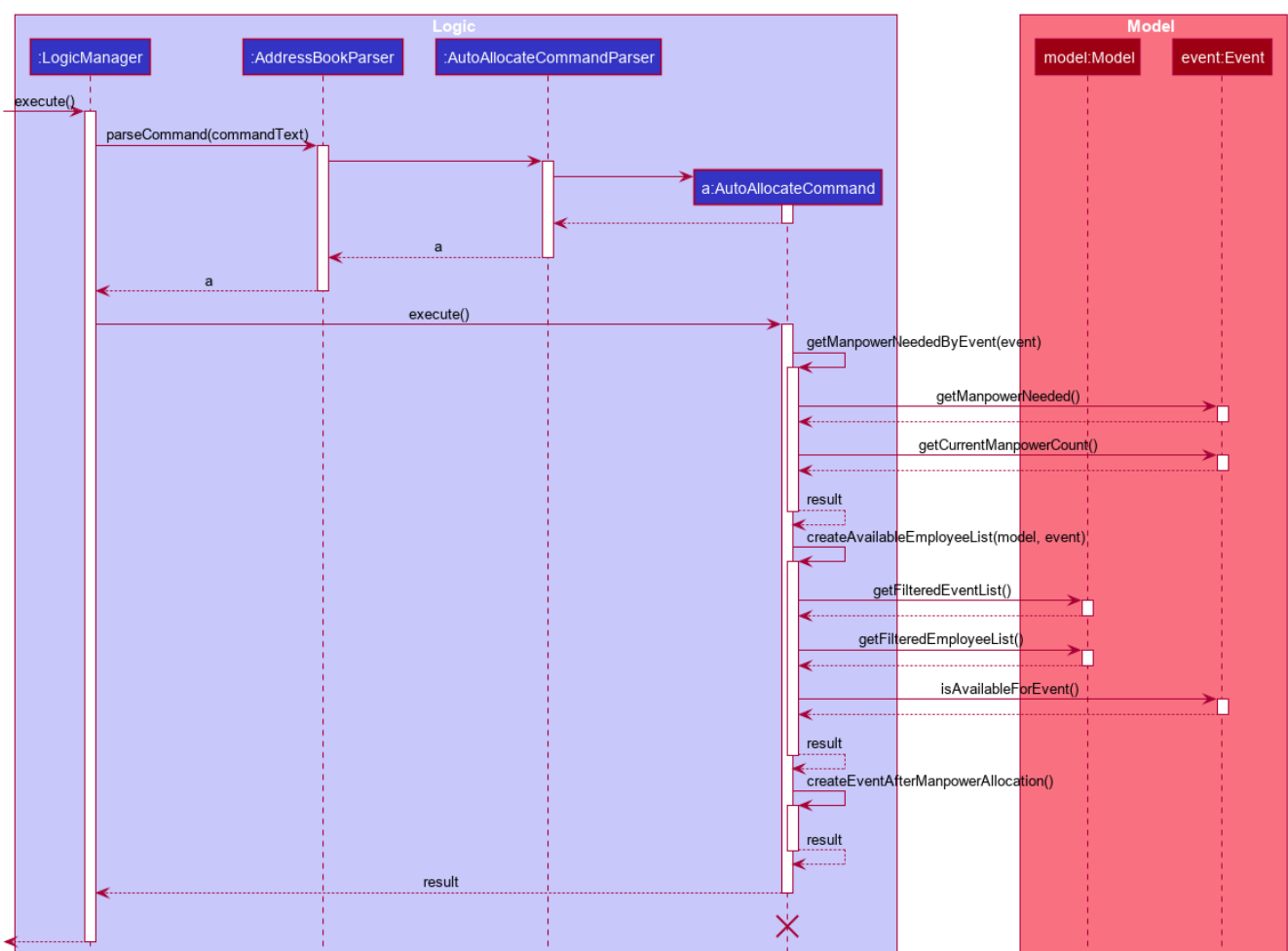


Figure 3. Sequence Diagram of the AutoAllocate Command

NOTE The lifeline for `AutoAllocateCommand` should end at the destroy marker (X) but due to a limitation of PlantUML, the lifeline reaches the end of diagram.

The following activity diagram summarizes what happens **after** a user successfully executes an `AutoAllocateCommand`:

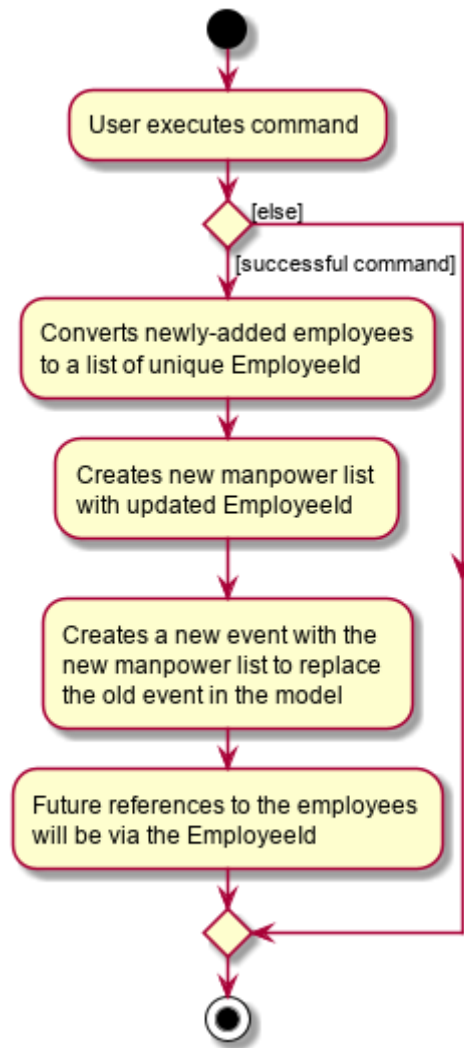


Figure 4. Activity Diagram of the AutoAllocate Command

Design Considerations

Aspect: Storage of employees associated with event after successful command

Feature	Alternative 1	Alternative 2
Storage of employees associated with event after successful command	<p>Saves only the Employee#EmployeeId associated with the event.</p> <p>Pros: Easy to implement. Will use less memory.</p> <p>Cons: Future accesses require more time.</p> <p>I decided to proceed with this option because it creates less dependencies.</p>	<p>Saves all fields of Employee associated with the event.</p> <p>Pros: Easy retrieval in the future.</p> <p>Cons: Changes in Employee attributes have to be reflected in the event. This meant that EditCommand and DeleteCommand for Employee have to be heavily modified.</p>

Feature	Alternative 1	Alternative 2
How to update the changes in the manpower list of an event after allocation of employee.	<p>Directly modifies the <code>EventManpowerAllocatedList</code> of the specified event</p> <p>Pros: Easy to implement.</p> <p>Cons: May cause unwanted behaviours if testing is not done properly.</p>	<p>Create a new event with a newly created and updated manpower list.</p> <p>Pros: Defensive programming.</p> <p>Cons: Harder to implement.</p> <p>I decided to proceed with this option because it complies with the Law of Demeter which states that objects should not navigate internal structures of other objects.</p>

PROJECT: DUKE

{ Optionally, you may include other projects in your portfolio. }