

Chiew Kok Seng - Project Portfolio

PROJECT: FlashSpeed

Overview

FlashSpeed is a text-based flashcard application specifically designed for university students who are learning a foreign language. University students often have hectic schedules. With this in mind, FlashSpeed was created to allow students to be able to study and revise foreign vocabulary on the fly.

Summary of contributions

- **Major enhancement 1:** designed the **architecture** of the app.
 - What it does: creates the backbone structure of the application.
 - Justification: This contribution is critical to the development of the product because it created the basic structure of the app as well as designed the logic of the application, so that different features could be developed simultaneously.
 - Highlights: This contribution sets the tone of the application. It required an in-depth analysis of how the application should work in the future. The implementation too was challenging as it required making high-level design choices.
 - Credits: Some of the high-level structure of FlashSpeed is inspired by Anki, a digital flashcard application.
- **Major enhancement 2:** added the **storage function** to the app.
 - What it does: allows the user to save and load the decks of cards created by the user to/from a local directory.
 - Justification: This feature improves the usability of the product significantly because a user needs to be able to retrieve the decks of cards that he/she has created in the past.
 - Highlights: This enhancement requires a deep understanding of how JSON files and the Jackson library. The implementation was quite challenging as there are quite a few layers of abstraction in the storage system implemented by the original project that FlashSpeed is built upon.
- **Major enhancement 3:** added the ability to **generate statistics** after every game session.
 - What it does: allows the user to look at the statistics related to the game session that he/she played.
 - Justification: This feature increases the usage rate of the app, because it provides a feedback on the performance of the user. By quantifying the performance, this gives user motivation to do better in subsequent game sessions. Thus, the user will start more game sessions and

hence the app usage time will increase.

- Highlights: The difficulty was manageable, as most of the enhancement was essentially arithmetic manipulation.
- **Minor enhancement:** Implemented the library class that contains the decks of cards along with another teammate, LiXin. Built and enhanced the Model and Logic Component with Amirul and LiXin.
- **Code contributed:** [[Functional and Test code](#)]
- **Other contributions:**
 - Project management:
 - Opened [22 issues](#), and got assigned [17 issues](#) on GitHub.
 - Enhancements to existing features:
 - Created test utilities for teammates to utilize during testing (Pull requests [#300](#), [#285](#))
 - Wrote additional tests for existing features to increase coverage (Pull requests [#36](#))
 - Documentation:
 - Changed the language used in the User Guide to be more user-friendly (Pull requests [#170](#) [#201](#))
 - Community:
 - PRs reviewed (with non-trivial review comments): [#295](#) [#84](#) [#347](#)
 - Reported bugs and suggestions for other teams in the class (examples: [#1](#) [#2](#) [#3](#) [#4](#))
 - Tools:
 - Integrated a third party library (Jackson) to the project ([#119](#))

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.

Creating a deck : **create**

Format: **create** <deck>

- **Formal definition:** Creates a deck with the deck name specified by the user. The deck name cannot be empty.

After downloading and setting up FlashSpeed, you're all set to go! But before anything else, you will have to first **create a deck**. The process of creating a deck in FlashSpeed is easy.

Let's say you want to create a deck to revise some Japanese verbs to prepare for your upcoming test. To do so:

1. Firstly, type **create** followed by the deck name into the input box.

- e.g. **create Japanese Verbs**



Figure 1. Typing the command to create the Japanese Verbs deck.

2. Press `kbd:[Enter]`.

3. Voila!

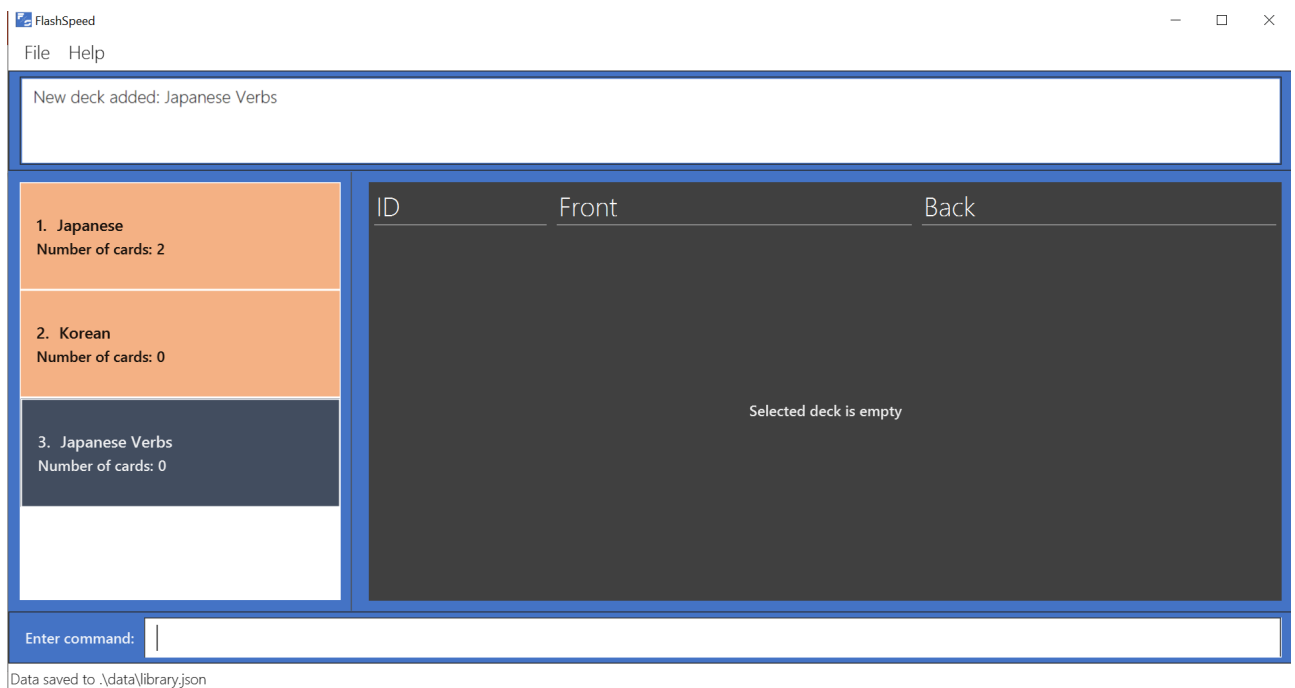


Figure 2. After creating the Japanese Verbs deck.

Adding a card : **add**

Format: **add** <front>:<back>

- **Formal definition:** Creates a card and adds it to a deck, with the **front** and **back** values of the card specified by the user. Both the **front** and **back** values cannot be empty.

- **One and only one** colon (":") can be used in this command. Since a colon is used as the separator, there should not be any colons in the **front** or **back** values.

Alright, after creating a new deck and giving it a great name, what's next? **Adding cards** into the deck, of course!

Once again, the process is easy:

1. Select the deck to which you want to add cards, with the **select** command.

e.g. **select 1**

2. Inside the input box, type:

- **add**, followed by
- the word/sentence that you want as the **front** of the card, then
- a colon ":" right after, and finally
- the word/sentence that you want as the **back** of the card.

e.g. **add いい[お]てんきですね。 : Nice weather, isn't it?**

3. Press **kbd:[Enter]**.

4. Voila!

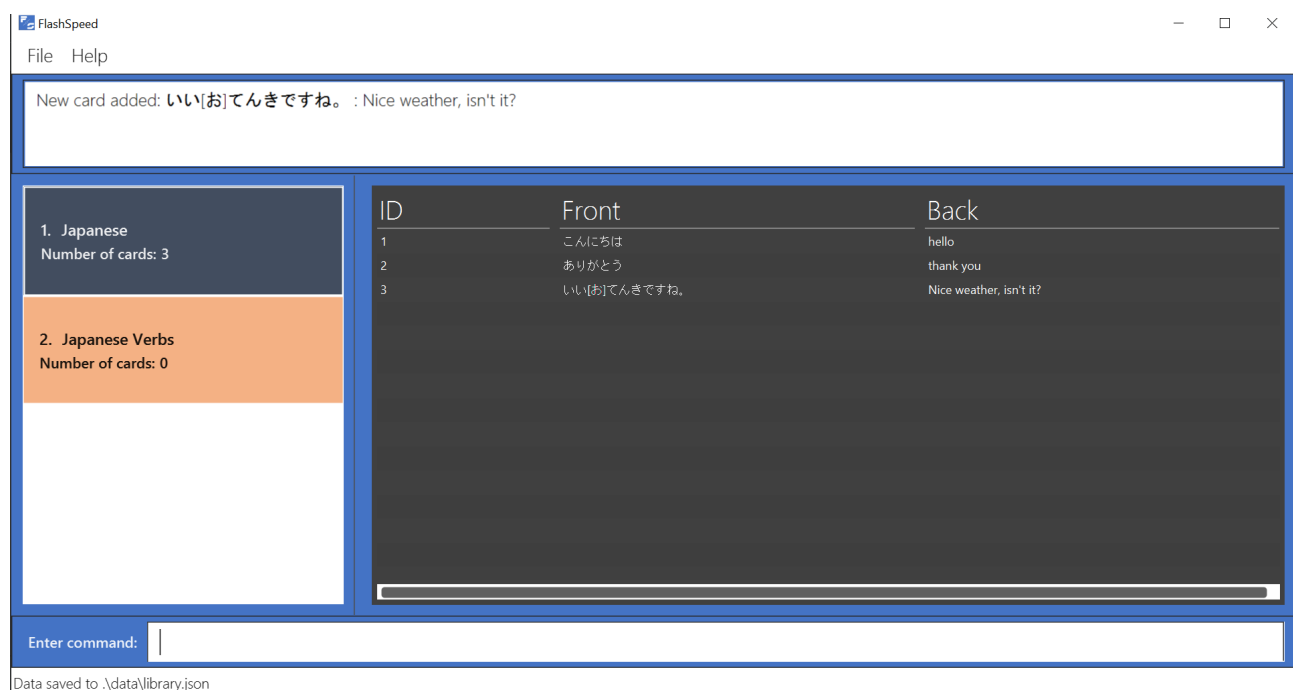


Figure 3. Adding a new card into the Japanese deck.

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.

Storage component

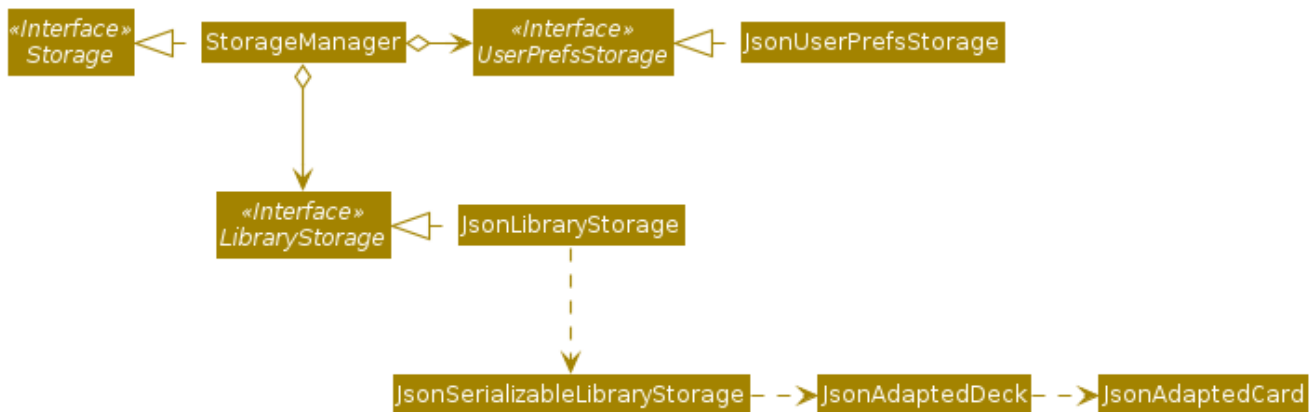


Figure 4. Structure of the Storage Component

API : `Storage.java`

The `Storage` component,

- can save `UserPref` objects in JSON format and read it back.
- can save all the decks and cards created in JSON format and read them back.

Creating a Deck

Current Implementation

The `create` command allows user to create a new Deck in the current Library.

Accepted syntax: `create DECK_NAME`

This functionality is implemented by getting the Deck based on the index provided. Subsequently, the Card(s) that belongs to the selected Deck will be displayed on the right panel via a `TableView`.

Validation and extraction of input in parser

The validation of the arguments in the `create` command is performed in `CreateDeckCommandParser#parse()`. It ensures that the user has entered a non-null deck name.

In `CreateDeckCommandParser#parse()`, the `DECK_NAME` is extracted from the arguments in the `create` command. The `DECK_NAME` is converted to a `Name` object. An `CreateDeckCommand` object is then constructed with the Deck name as its parameter.

Execution of Command object

When `CreateDeckCommand#execute()` is executed, an empty Deck with the Name parsed in the `CreateDeckCommand` will be created when the Model Manager invokes the `ModelManager#selectDeck()` command. After that, `ModelManager#setSelectedDeck()` method will be called to update the UI and display the Deck content on the right panel. Lastly, the name of the selected Deck will be displayed together with the `MESSAGE_SUCCESS` on the `ResultDisplay` panel.

The following sequence diagram shows the sequence of operations due to a `create` command.

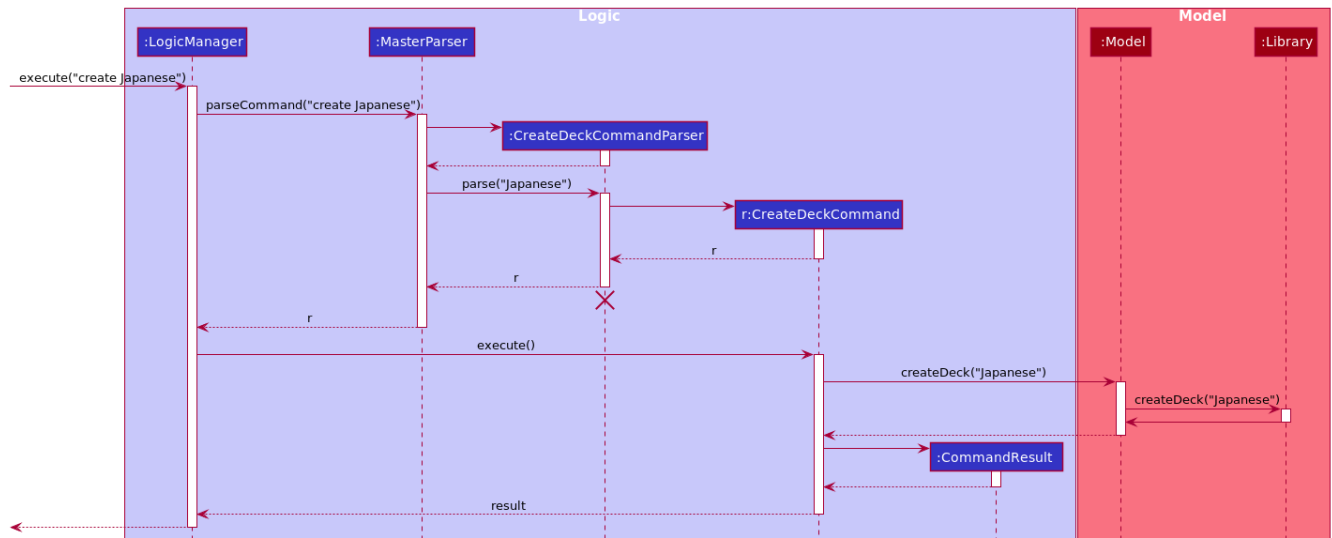


Figure 5. Interactions inside the Model and Logic components when the user enters `create Japanese` into the input box.

Design Considerations

Aspect: If the user is already viewing another deck and decides to create a new deck, there was a consideration whether to switch the UI for the user view to the new deck or continue to let the user view the current deck.

- **Alternative 1 (current choice):** Switch the view to the new Deck
 - Pros: Able to use the new Deck immediately without typing an additional command to select it.
- **Alternative 2:** Keep the view at the current Deck
 - Pros: Don't have to type in an additional command to return back to the current Deck if a new Deck is created

We chose Alternative 1 in the end as we believed that it will be more likely for the user to want to use the new deck immediately after creating it.

Aspect: Naming convention of command key words.

Initially, both `CreateDeckCommand` and `AddCardCommand` share the same keyword, which is the `add` keyword. In order to distinguish these two commands from each other, the Model Manager will check if any deck is currently selected. If there is, `AddCardCommandParser#parse()` will be called to parse the arguments. Otherwise, `CreateDeckCommandParser#parse()` will be called.

The benefit of this design is that it results in fewer number of command words. This helps the user on the navigability of the application due to a few number of command words to remember.

However, the glaring disadvantage is that unexpected outcomes are more likely to occur. For example, assume that the user wants to create a new deck. So, he/she types in the following command:

```
create Deck 2
```

However, the user has forgotten that a deck is currently being selected. Therefore, the `AddCardCommandParser#parse()` will be invoked. This is certainly not the expected outcome that the user has expected.

And so, our team has decided to implement the current approach, which is to assign different keywords to these two different feature. === Adding a Card === Current Implementation

The `add` command allows user to create a new Card in the current Deck.

Accepted syntax: `add FRONT_VALUE:BACK_VALUE`

This functionality is implemented by getting the Deck based on the current deck selected. The Model Manager will be responsible of keeping track of the current deck. Subsequently, the Model Manager creates a new card adds it to the current Deck. The display on the right panel will be updated via updating the `TableView`.

Validation and extraction of input in parser

The validation of the arguments in the `add` command is performed in `AddCardCommandParser#parse()`. It ensures that the user has entered a non-null front value as well as a non-null back value. The lack thereof will cause a `InvalidFaceValueException` to be thrown.

In `AddCardCommandParser#parse()`, the `FRONT_VALUE` and the `BACK_VALUE` are extracted from the arguments in the `add` command. Both values will be converted to a `FrontFace` object and a `BackFace` object respectively. A `AddCardCommand` object is then constructed with the 'FrontFace' and 'BackFace' objects as its parameters.

Execution of Command object

When `AddCardCommand#execute()` is called, a `Card` object with the `FrontFace` and `BackFace` parsed in the `CreateDeckCommand` will be created when the Model Manager invokes the `ModelManager#addCard()` command. After that, `ModelManager#setSelectedDeck()` method will be called to update the UI and display the Deck content on the right panel. Lastly, the name of the selected Deck will be displayed together with the `MESSAGE_SUCCESS` on the `ResultDisplay` panel.

The following sequence diagram shows the sequence of operations due to an `add` command.

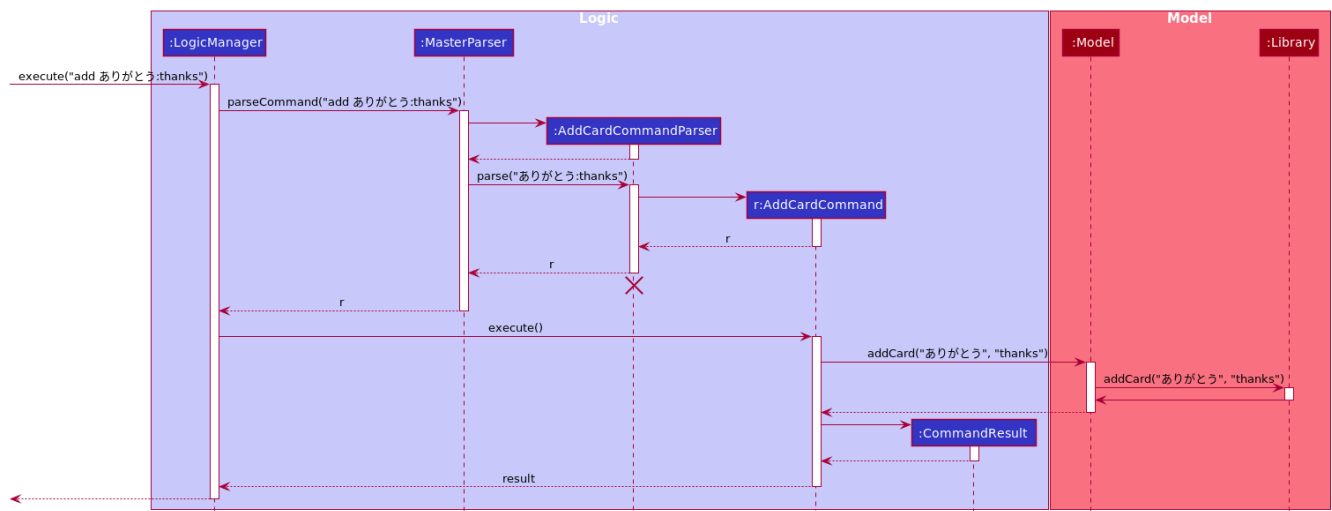


Figure 6. Interactions inside Model and Logic components when user enters `add ありがとう:thanks` into the input box.

Design Considerations

See 4.2.2 - Design Considerations for creating a Deck - Aspect: Naming convention of command keywords.