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Project Portfolio Page (PPP)

Overview

FlashBang is a CLI app designed to provide students with a smart way of studying for their modules. The app will manage a limited number of flashcards for a small number of modules, optimized for users who prefer a CLI.

Summary of Contributions

Code Contributed

RepSense Link

Enhancements Implemented

1. **Command Classes:**
   - **How**: Implemented classes such as `AddCommand`, `DeleteCommand`, `FlashBangCommand`, etc.
2. **Command Class Testing:**
   - **How**: Used JUnit framework to write tests covering different scenarios and edge cases.
3. **Show FlashBang Percentage:**
   - **How**: Added methods to calculate and display the percentage based on user performance.
4. **Show FlashBang Mistakes:**
   - **How**: Implemented methods to track incorrect answers and present them to the user.

Contributions to User Guide (UG)

UG

- Wrote feature sections: `add`, `delete`, `flashbang`
  - **Add**: Detailed instructions on how users can add new flashcards.
  - **Delete**: Explained the process for removing flashcards.
  - **FlashBang**: Provided a comprehensive guide on using the flashbang feature.

Contributions to Developer’s Guide (DG)

DG

- Wrote ‘Parser component’ section:
    - Explained the role and functionality of the parser in interpreting user commands.
- Made Parser Partial Class Diagram:
    - Created a visual representation of the parser structure.
- Made Parser Delete Sequence Diagram:
    - Illustrated the sequence of operations for the delete command.

Contributions to Team-Based Tasks

1. Conducting Code Reviews and Providing Feedback
2. Maintaining the Issue Tracker
3. Updating User Docs

Review/Mentoring Contributions:

Example 1 Example 2

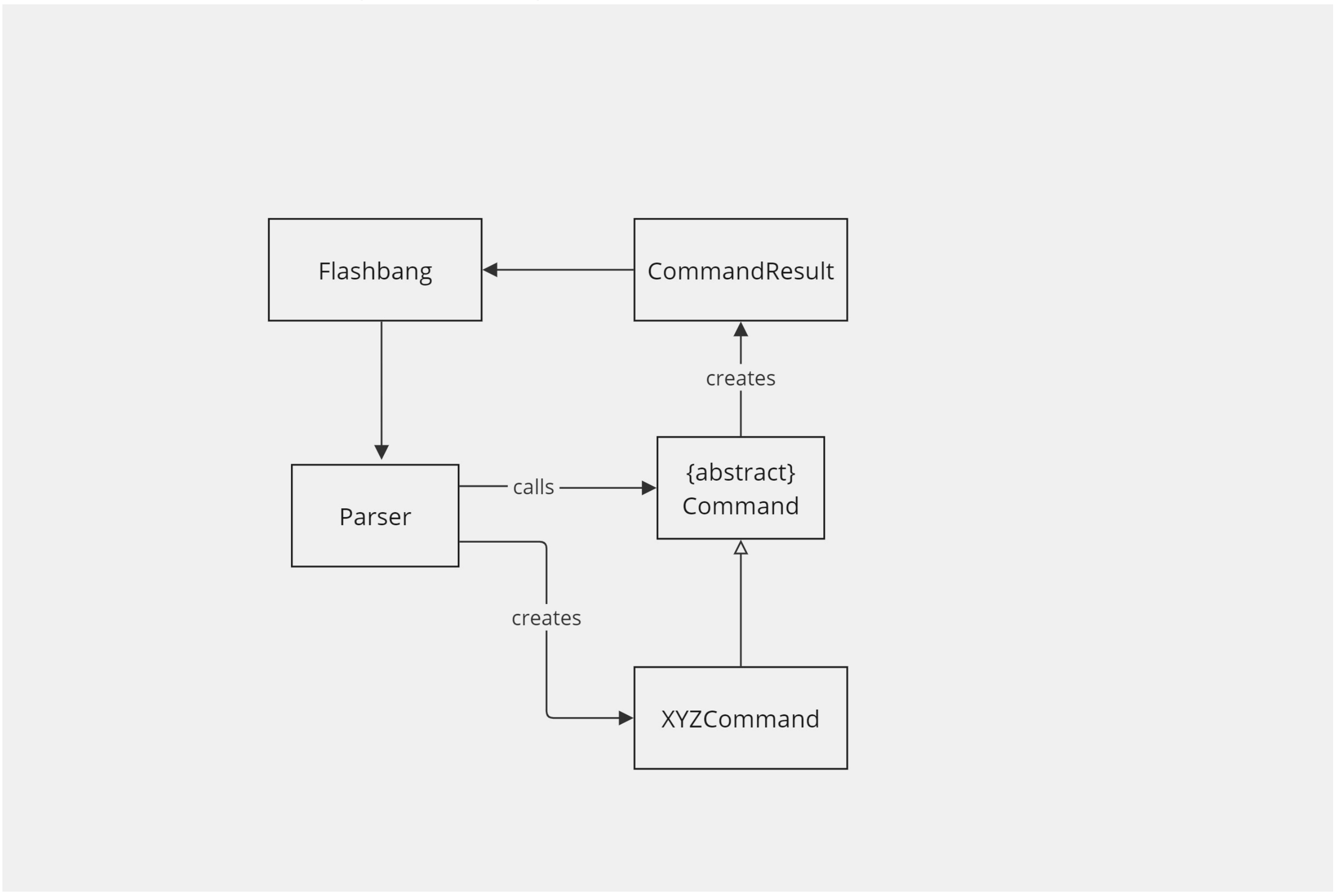
Contributions Beyond the Project Team

Bugs reported in other team’s products

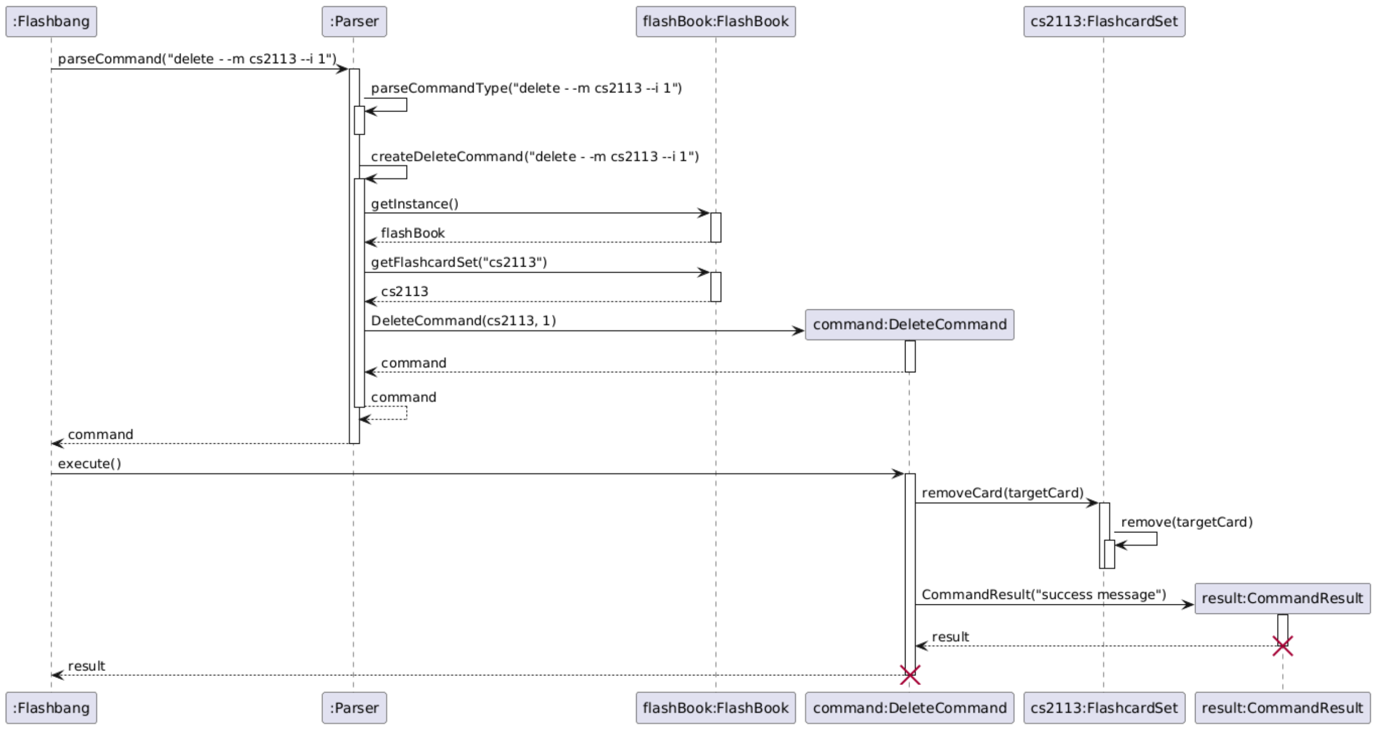
DG Extract

Structure

Below is a partial class diagram showing the interactions of the `Parser` class.



The sequence diagram below illustrates the interactions taking `parseCommand(“delete --m cs2113 --i 1”)` as an example.



Example

How the `Parser` component works:

1. The `Parser` receives the command input.

2. It identifies the command type using `parseCommandType`.
3. Depending on the command type, it creates the corresponding command object (e.g., `AddCommand`).
4. The created command is executed, producing a `CommandResult`.
5. The `CommandResult` is then used by `Ui` to provide feedback to the user.