

Developer Guide

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Acknowledgements

- se-edu/addressbook-level3 — project structure and developer guide layout used as inspiration. Some architecture and undo/redo documentation style is adapted. (<https://github.com/se-edu/addressbook-level3>)
 - JUnit 5 testing patterns and assertions used throughout the test suites.
 - JavaFX documentation and FXML usage patterns for UI parts.
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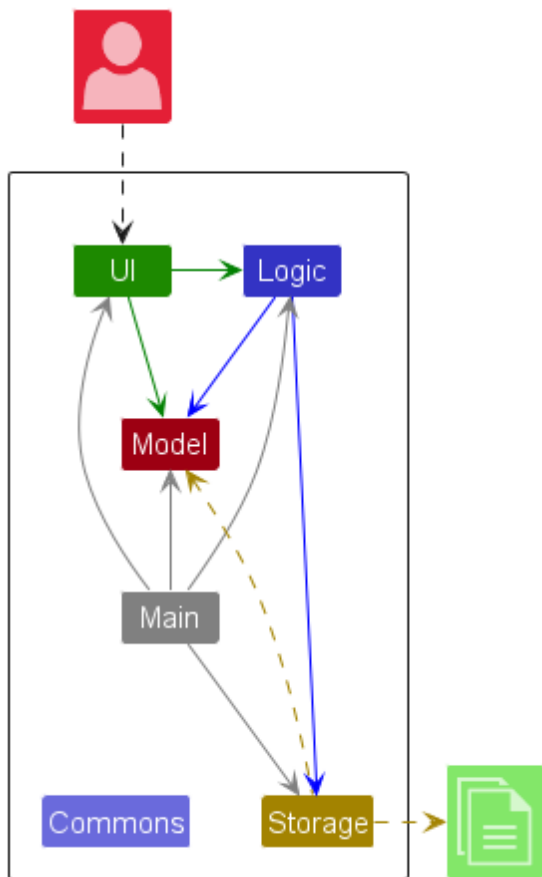
Setting up, getting started

Refer to the guide [Setting up and getting started](#).

Design

 **Tip:** The `.puml` files used to create diagrams are in this document `docs/diagrams` folder. Refer to the [PlantUML Tutorial](#) at [se-edu/guides](#) to learn how to create and edit diagrams.

Architecture



The **Architecture Diagram** given above explains the high-level design of the App.

Given below is a quick overview of main components and how they interact with each other.

Main components of the architecture

Main (consisting of classes `Main` and `MainApp`) is in charge of the app launch and shut down.

- At app launch, it initializes the other components in the correct sequence, and connects them up with each other.
- At shut down, it shuts down the other components and invokes cleanup methods where necessary.

The bulk of the app's work is done by the following four components:

- **UI** — JavaFX-based user interface, separated into `UiPart` classes and FXML layout files in `src/main/resources/view`.
- **Logic** — Command parsing and execution layer. Exposes a `Logic` interface implemented by `LogicManager`.
- **Model** — In-memory representation of data (contacts, filtered lists, user prefs). Provides undo/redo hooks via `VersionedAddressBook` / `VersionedModel`.
- **Storage** — JSON-backed persistent storage for `AddressBook` and `UserPrefs`.

Each component defines an interface (e.g., `Logic`, `Model`, `Storage`) and a `*Manager` concrete implementation. Other components depend on the interfaces rather than concrete classes to reduce coupling.

How the components interact

When a user types a command (for example `delete 1`):

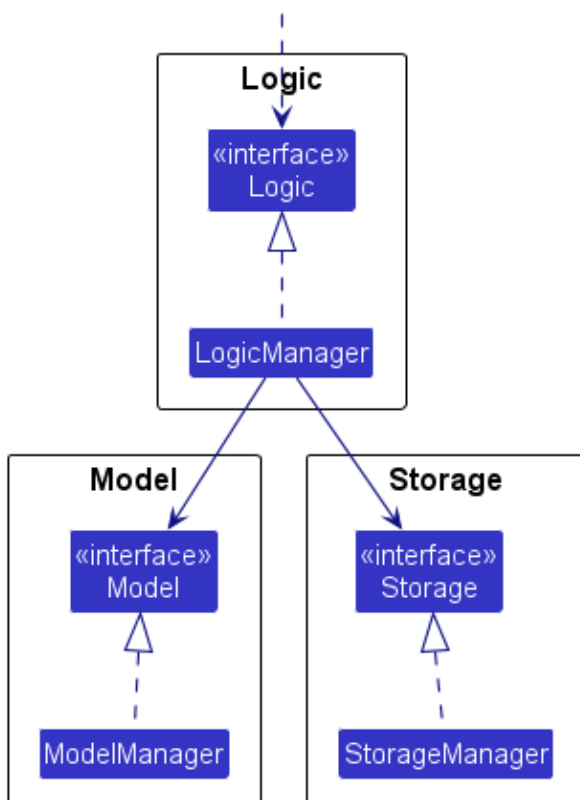
1. The **UI** passes the raw command string to the **Logic** component.
2. **Logic** uses `AddressBookParser` to parse the string into a `Command` object.
3. The `Command` object executes using the **Model** API to manipulate data.
4. If the command modifies the model, the **Model** commits a new state (undo/redo history).
5. **Storage** persists the modified data to JSON.
6. The **UI** observes model changes and updates the rendered view.

A high-level sequence diagram is available at `images/ArchitectureSequenceDiagram.png`.

Each of the four main components (also shown in the diagram above),

- defines its *API* in an `interface` with the same name as the Component.
- implements its functionality using a concrete `{Component Name}Manager` class (which follows the corresponding API `interface` mentioned in the previous point).

For example, the `Logic` component defines its API in the `Logic.java` interface and implements its functionality using the `LogicManager.java` class which follows the `Logic` interface. Other components interact with a given component through its interface rather than the concrete class (reason: to prevent outside component's being coupled to the implementation of a component), as illustrated in the (partial) class diagram below.



The sections below give more details of each component.

UI component

API: `Ui` interface (see `src/main/java/seedu/address/ui/Ui.java` in the original reference layout).

The UI uses JavaFX. Primary points:

- `MainWindow` composes the main visual parts: `CommandBox`, `ResultDisplay`, `PersonListPanel`, `StatusBarFooter`.
- Visual parts derive from `UiPart<T>`, which abstracts loading via FXML and connecting controllers with FXML roots. The tests include `UiPartTest` and `TestFxmlObject` to validate FXML loading logic.
- Optional fields on `Person` (email, address, company, note, priority) are displayed conditionally; helper methods exist in `PersonCard` and `PersonCardViewModel` to compute visible text and flags. Unit tests for these helpers are in `src/test/java/.../PersonCardTest.java` and `PersonCardViewModelTest.java`.

The UI communicates with `Logic` only (it has a reference to a `Logic` instance); it does not directly manipulate the `Model` or `Storage`.

Logic component

API: `Logic` (implemented by `LogicManager`). The parsing subsystem is centered around `AddressBookParser` and many `*CommandParser` classes.

Key parsing & command classes in the codebase (also covered by parser unit tests):

- `AddressBookParser` — top-level parser that selects the appropriate `XYZCommandParser`.
- `ArgumentTokenizer`, `ArgumentMultimap`, and `Prefix` — support classes that extract flags like `n/`, `p/`, `e/`, `pr/` from the raw command string. `ArgumentTokenizerTest` ensures tokenization edge cases are handled.
- Individual parsers include `AddCommandParser`, `EditCommandParser`, `DeleteCommandParser`, `FindCommandParser`, `NoteCommandParser`, `PriorityCommandParser`, `SortCommandParser`, etc. Each has a dedicated test class (e.g., `AddCommandParserTest`, `EditCommandParserTest`, ...).

Command execution flow (high-level):

1. `LogicManager.execute(commandText)` calls `AddressBookParser.parse(commandText)`.
2. `AddressBookParser` returns a concrete `Command` (e.g. `DeleteCommand`).
3. `LogicManager` executes the `Command` by invoking its `execute(Model)` method.
4. The `Command` performs validations and calls `Model` APIs (e.g., `Model#setPerson`, `Model#addPerson`, `Model#commitAddressBook()`).
5. The `execute` method returns `CommandResult` which contains feedback to the UI.

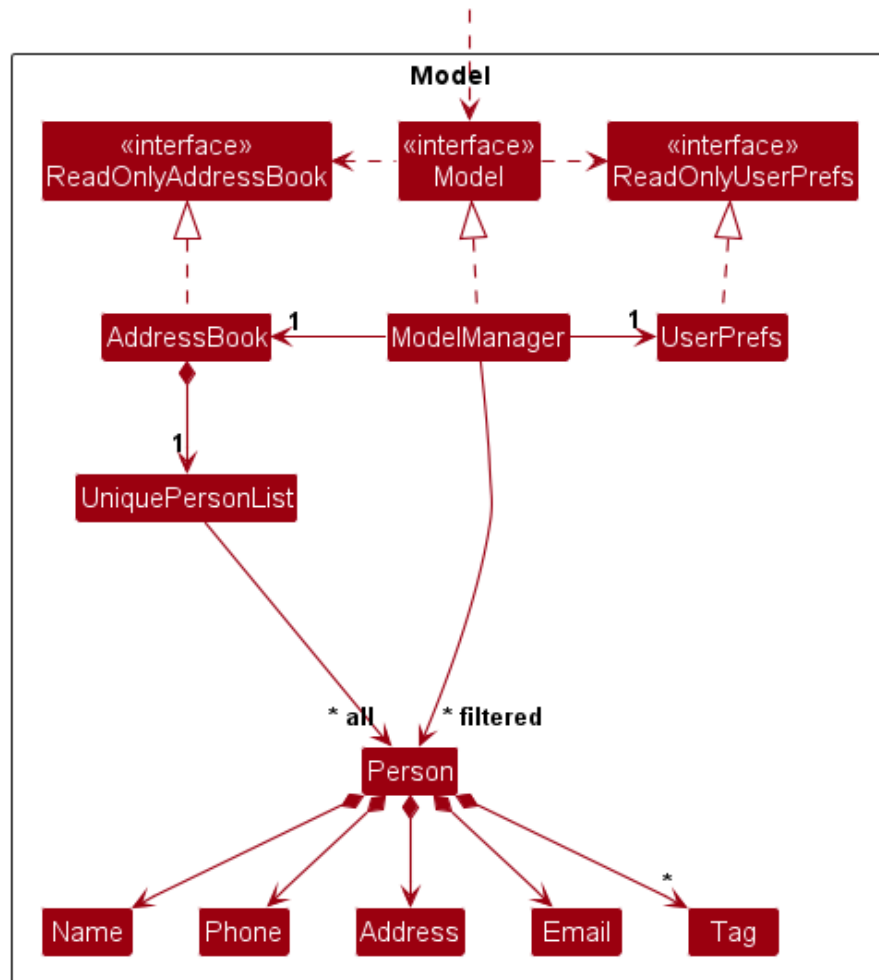
Several command behaviors are covered by unit tests in

`src/test/java/seedu/address/logic/commands` including `PriorityCommandTest`, `NoteCommandTest` (parser + command), `UndoCommandTest`, `RedoCommandTest`, `SortCommandTest`, etc.

Model component

API: `Ui` interface (see `src/main/java/seedu/address/model/Model.java` in the original

reference layout).



The `Model` stores the *single source of truth* for the application state. In our codebase the important classes are:

- `Person` — domain object that holds contact fields (name, phone, email, address, company, note, priority, tags). See `src/main/java/seedu/address/model/person/Person.java`.
- `Priority` — represents priority levels as an enum-like `Level` with helper parsing, numeric mapping and display metadata (symbol, color). See `src/main/java/seedu/address/model/person/Priority.java` and tests in `PriorityTest`.
- `Note` — lightweight wrapper for remarks attached to a person. See `Note.java` and `NoteTest`.

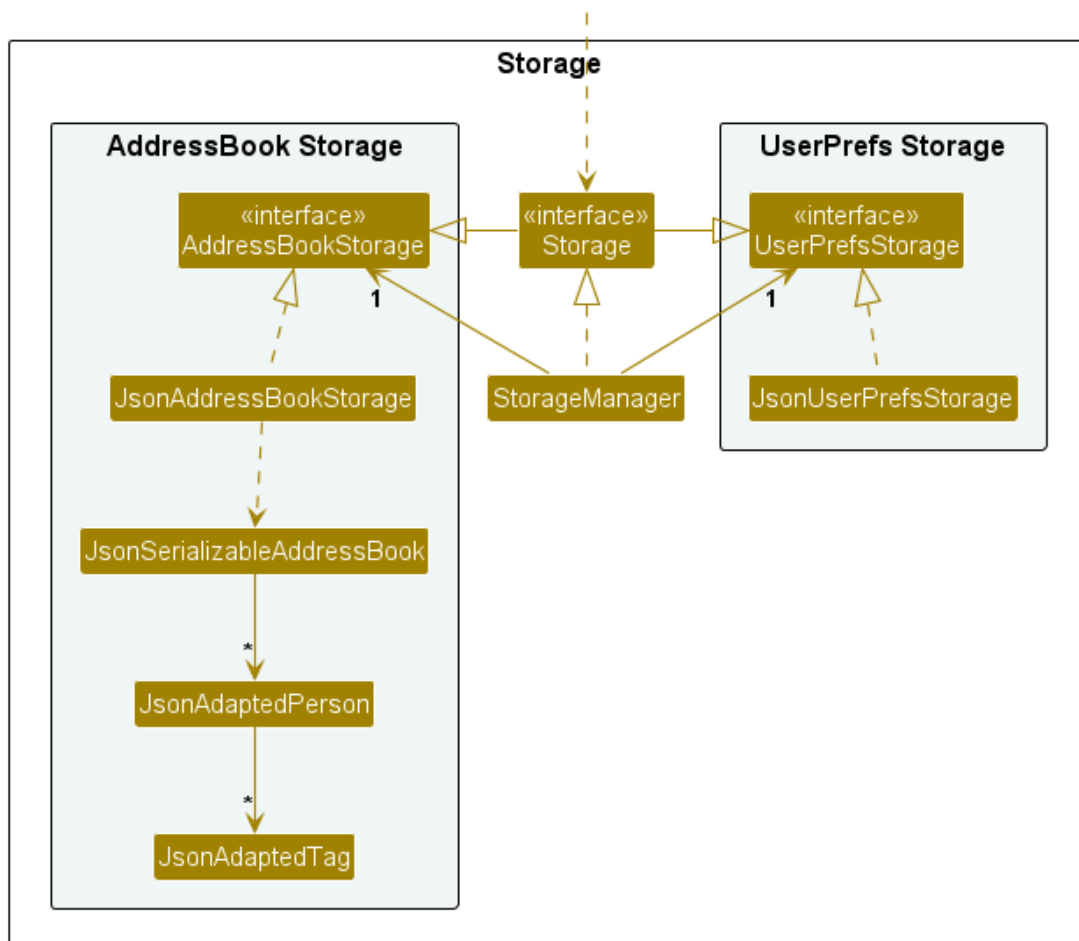
- `UniquePersonList` — enforces uniqueness (name + phone) and is used by `AddressBook`.
- `AddressBook` / `VersionedAddressBook` — stores the `UniquePersonList` and (for versioned behaviour) maintains history for undo/redo.

Design choices and rationale

- `Person` keeps optional fields (email, address, company, note, priority) as nullable values. This reduces churn for users who want minimal contact entries and simplifies JSON storage of absent values. `PersonBuilder` and `JsonAdaptedPerson` handle `null` gracefully in parsing and serialization.
- Identity is defined as the tuple (name, phone). The `UniquePersonList` enforces this invariant; the codebase throws `DuplicatePersonException` when violated.
- `Priority` accepts both textual (`HIGH` , `MEDIUM` , `LOW`) and numeric inputs (`1` .. `5`) and maps numeric ranges to levels (1-2 => HIGH, 3-4 => MEDIUM, 5 => LOW). This is reflected in parsing tests (`PriorityTest`) and command parser tests (`PriorityCommandParserTest`).

Storage component

API: `Ui` interface (see `src/main/java/se/edu/address/storage/Storage.java` in the original reference layout).



The `Storage` component handles reading and writing JSON files. Noteworthy classes and tests:

- `JsonAddressBookStorage` — read/write `AddressBook` to JSON. Unit tests live in `JsonAddressBookStorageTest` and use a temporary folder (`@TempDir`) for IO safety.
- `JsonUserPrefsStorage` — read/write `UserPrefs` (GUI settings, paths), tested in `JsonUserPrefsStorageTest`.
- `JsonAdaptedPerson` / `JsonAdaptedTag` — serialization adapters that convert between JSON-friendly structures and domain objects. `JsonAdaptedPersonTest` validates a wide range of null/invalid field behaviour.
- `StorageManager` — glue class that wires address book and prefs storage together. See `StorageManagerTest` for integration-level checks.

Important behaviours tested

- Missing or invalid JSON files are reported via `DataLoadingException` to avoid application crashes; tests assert these cases (`read_notJsonFormat_exceptionThrown` , `read_missingFile_emptyResult`).
 - Serialization tolerates `null` optional fields; `toModelType` returns domain objects with `null` fields where appropriate (verified by `JsonAdaptedPersonTest#toModelType_nullFields_returnsPerson`).
 - Saving to non-existent locations is handled — tests create temporary files and confirm correctness after save+load.
-

Implementation

This section describes some noteworthy details on how certain features are implemented.

Undo/redo feature

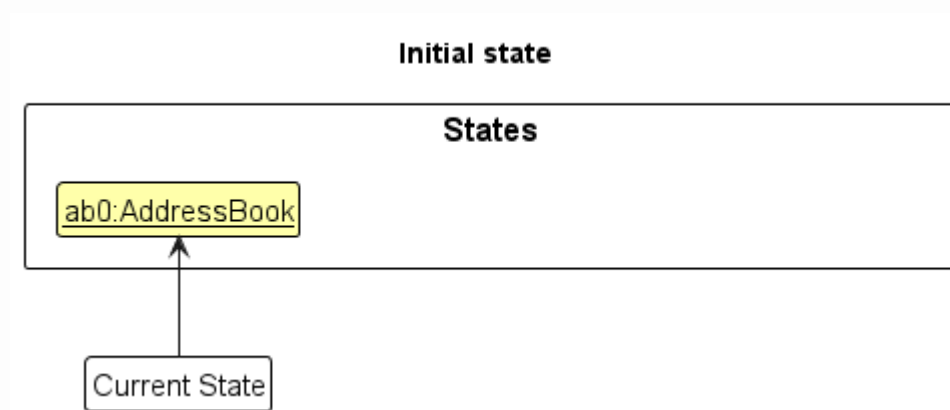
The proposed undo/redo mechanism is facilitated by `VersionedAddressBook`. It extends `AddressBook` with an undo/redo history, stored internally as an `addressBookStateList` and `currentStatePointer`. Additionally, it implements the following operations:

- `VersionedAddressBook#commit()` — Saves the current address book state in its history.
- `VersionedAddressBook#undo()` — Restores the previous address book state from its history.
- `VersionedAddressBook#redo()` — Restores a previously undone address book state from its history.

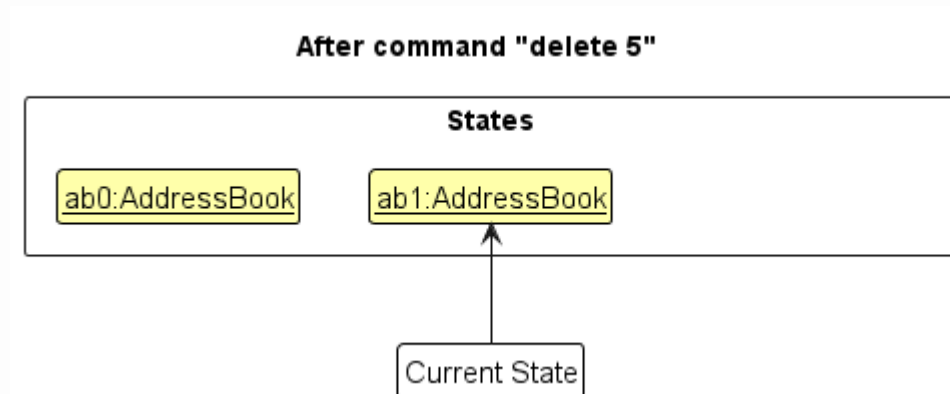
These operations are exposed in the `Model` interface as `Model#commitAddressBook()`, `Model#undoAddressBook()` and `Model#redoAddressBook()` respectively.

Given below is an example usage scenario and how the undo/redo mechanism behaves at each step.

Step 1. The user launches the application for the first time. The `VersionedAddressBook` will be initialized with the initial address book state, and the `currentStatePointer` pointing to that single address book state.

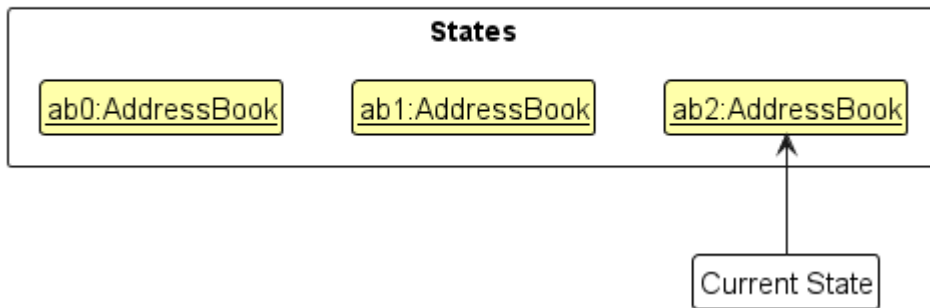


Step 2. The user executes `delete 5` command to delete the 5th person in the address book. The `delete` command calls `Model#commitAddressBook()`, causing the modified state of the address book after the `delete 5` command executes to be saved in the `addressBookStateList`, and the `currentStatePointer` is shifted to the newly inserted address book state.



Step 3. The user executes `add n/David ...` to add a new person. The `add` command also calls `Model#commitAddressBook()`, causing another modified address book state to be saved into the `addressBookStateList`.

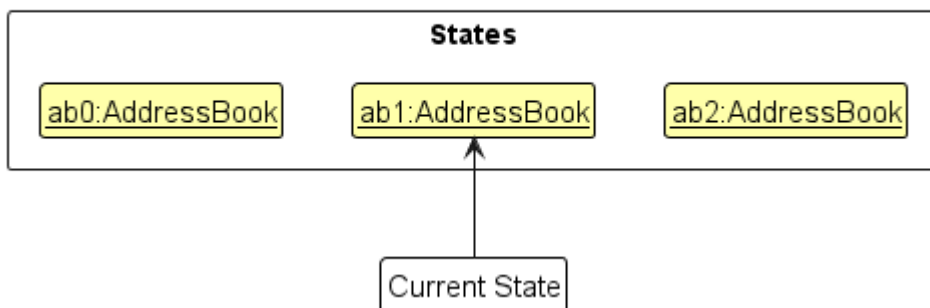
After command "add n/David"



i Note: If a command fails its execution, it will not call `Model#commitAddressBook()`, so the address book state will not be saved into the `addressBookStateList`.

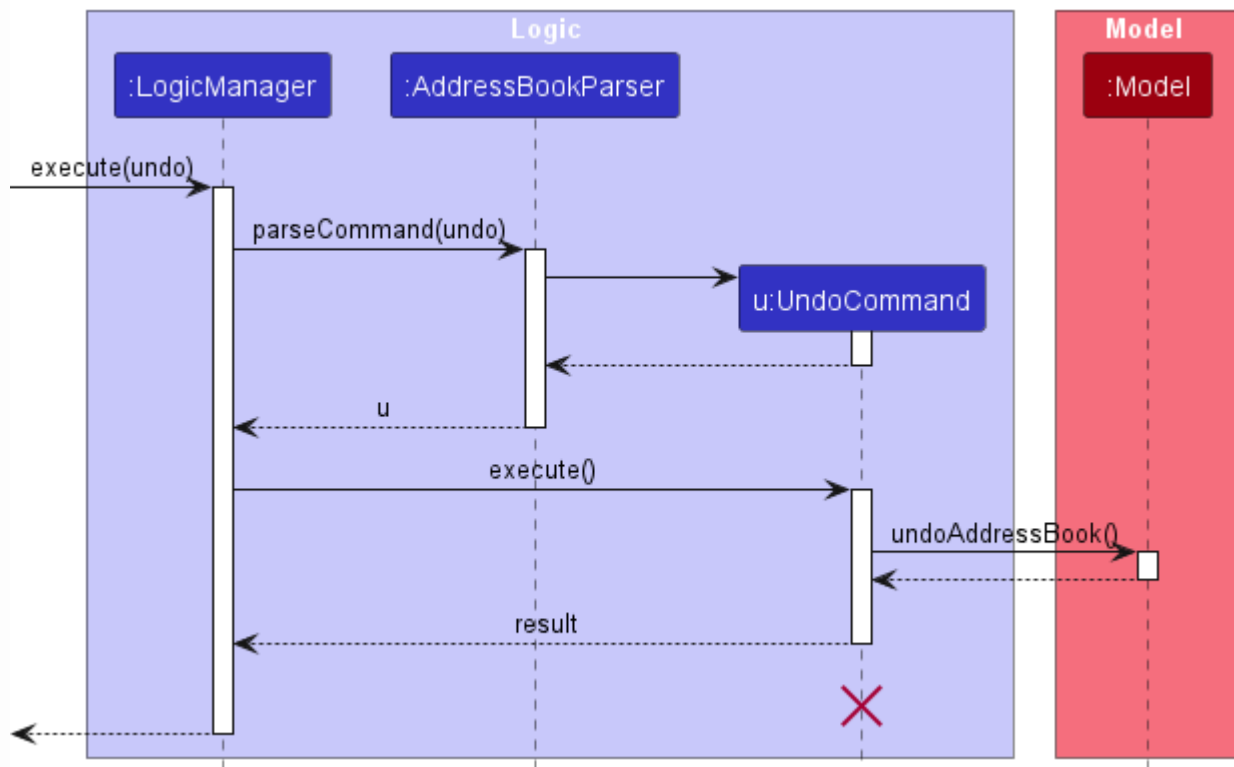
Step 4. The user now decides that adding the person was a mistake, and decides to undo that action by executing the `undo` command. The `undo` command will call `Model#undoAddressBook()`, which will shift the `currentStatePointer` once to the left, pointing it to the previous address book state, and restores the address book to that state.

After command "undo"



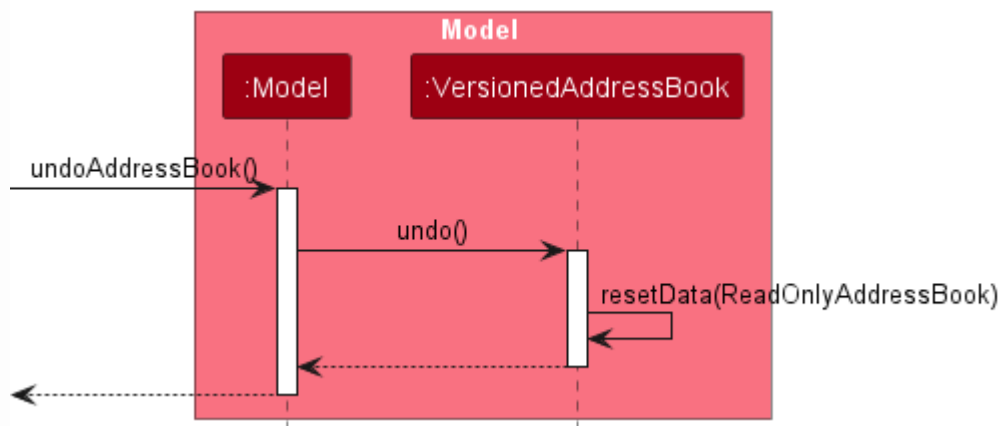
i Note: If the `currentStatePointer` is at index 0, pointing to the initial AddressBook state, then there are no previous AddressBook states to restore. The `undo` command uses `Model#canUndoAddressBook()` to check if this is the case. If so, it will return an error to the user rather than attempting to perform the undo.

The following sequence diagram shows how an undo operation goes through the `Logic` component:



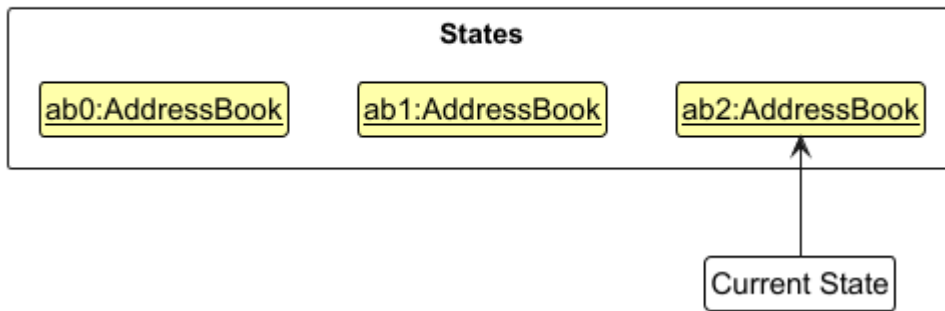
Note: The lifeline for `UndoCommand` should end at the destroy marker (X) but due to a limitation of PlantUML, the lifeline reaches the end of diagram.

Similarly, how an undo operation goes through the `Model` component is shown below:

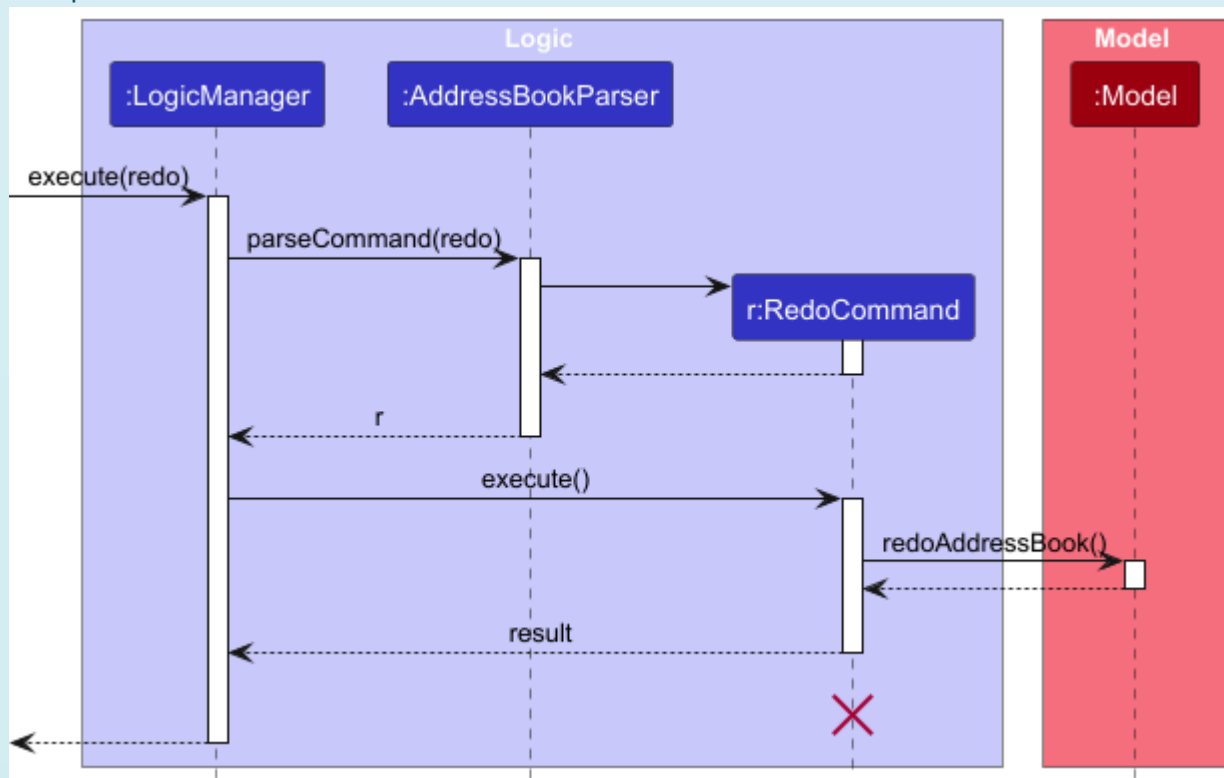


Step 5. After undoing, the user can type `redo` to restore the previously undone state. The redo command calls `Model#redoAddressBook()`, which shifts the `currentStatePointer` one step to the right and restores the corresponding state in memory.

After command "redo"

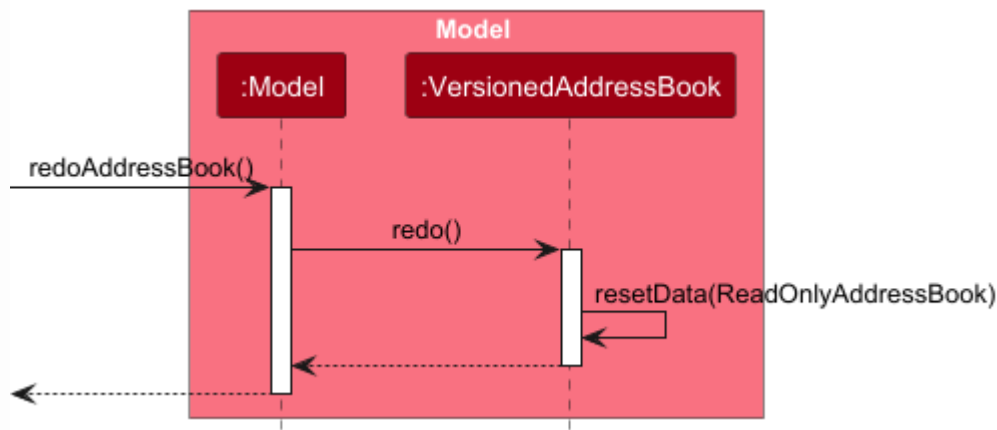


i Note: If the `currentStatePointer` is at index `addressBookStateList.size() - 1`, pointing to the latest address book state, then there are no undone AddressBook states to restore. The `redo` command uses `Model#canRedoAddressBook()` to check if this is the case. If so, it will return an error to the user rather than attempting to perform the redo. The following sequence diagram shows how a redo operation goes through the `Logic` component:



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

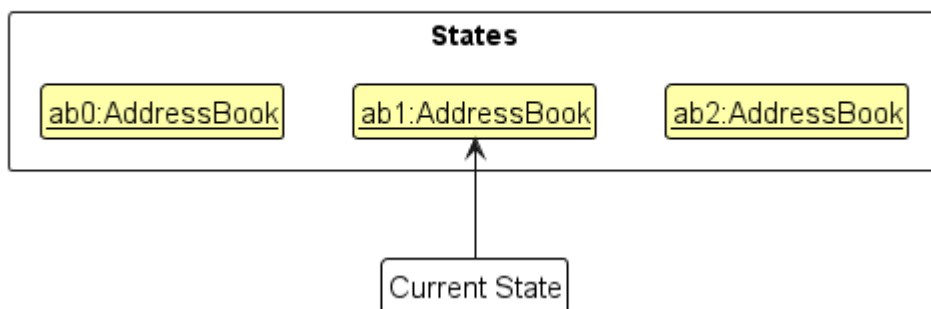
Similarly, how a redo operation goes through the `Model` component is shown below:



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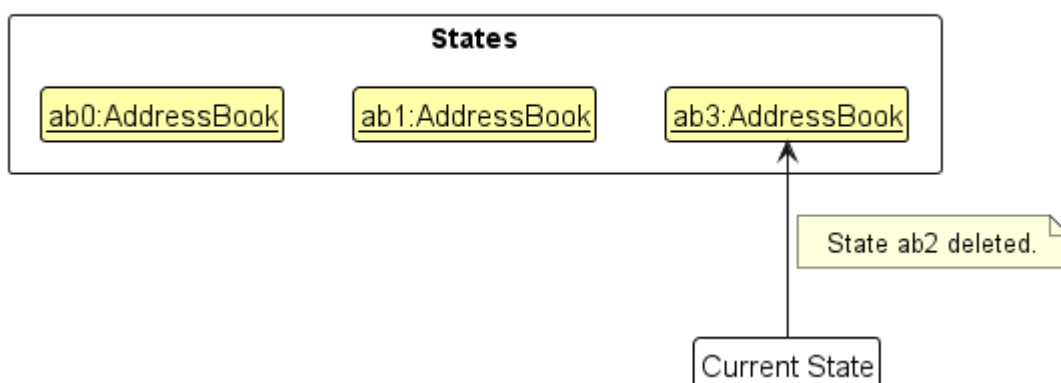
Step 6. The user then decides to execute the command `list`. Commands that do not modify the address book, such as `list`, will usually not call `Model#commitAddressBook()`, `Model#undoAddressBook()` or `Model#redoAddressBook()`. Thus, the `addressBookStateList` remains unchanged.

After command "list"



Step 7. The user executes `clear`, which calls `Model#commitAddressBook()`. Since the `currentStatePointer` is not pointing at the end of the `addressBookStateList`, all address book states after the `currentStatePointer` will be purged. Reason: It no longer makes sense to redo the `add n/David ...` command. This is the behavior that most modern desktop applications follow.

After command "clear"



The following activity diagram summarizes what happens when a user executes a new command:



Design considerations:

Aspect: How undo & redo executes:

- **Alternative 1 (current choice):** Saves the entire address book.
 - Pros: Easy to implement.
 - Cons: May have performance issues in terms of memory usage.
- **Alternative 2:** Individual command knows how to undo/redo by itself.
 - Pros: Will use less memory (e.g. for `delete`, just save the person being deleted).
 - Cons: We must ensure that the implementation of each individual command are correct.

Add

Command format

```
add n/NAME p/PHONE [e/EMAIL] [a/ADDRESS] [c/COMPANY] [pr/PRIORITY] [t/TAG]...
[r/REMARKS]
```

- Prefix constants are used throughout parsing code and test utilities (see `PersonUtil`), e.g. `PREFIX_NAME`, `PREFIX_PHONE`, `PREFIX_EMAIL`, `PREFIX_ADDRESS`, `PREFIX_TAG`, `PREFIX_PRIORITY`, `PREFIX_REMARK`, `PREFIX_COMPANY`, etc.
 - Example builder used in tests: `PersonUtil.getPersonDetails(person)` constructs strings using these prefixes. See: `src/test/java/seedu/address/testutil/PersonUtil.java`

Validation rules (derived from `ParserUtilTest` & model tests):

- **Name**: Not null, not blank, must satisfy `Name.isValidName(...)`.
- **Phone**: Numeric only, ≥ 3 digits (`Phone.isValidPhone`).
- **Email** (optional): Must satisfy `Email.isValidEmail(...)`.

- `Address` (optional): Must satisfy `Address.isValidAddress(...)`.
- `Company` (optional): Must satisfy `Company.isValidCompany(...)`.
- `Priority` (optional): Must be one of `HIGH`, `MEDIUM`, `LOW` or numeric 1–5.
- `Note` / `Remarks` (optional): Must satisfy `Note.isValidNote(...)`.
- `Tags` (optional): Must satisfy `Tag.isValidTagName(...)`.

Implementation steps (how Add is put together in code):

1. **Parse:** `AddCommandParser.parse(String args)` uses `ParserUtil` methods to build fields. Throws `ParseException` if validations fail.
2. **Build Person:** Parsed values → new `Person` via constructor or `PersonBuilder`.
3. **Execute AddCommand:**
 - Calls `model.addPerson(person)`.
 - Commits model only after successful add (`model.commitAddressBook()`).
4. **Return result:** Returns `CommandResult` with success message.

Important implementation points (Add):

- Duplicate prevention via `DuplicatePersonException` (see `AddressBookTest`, `UniquePersonListTest`).
- `Company` blank → invalid (`CompanyTest`).
- Commit only on success.

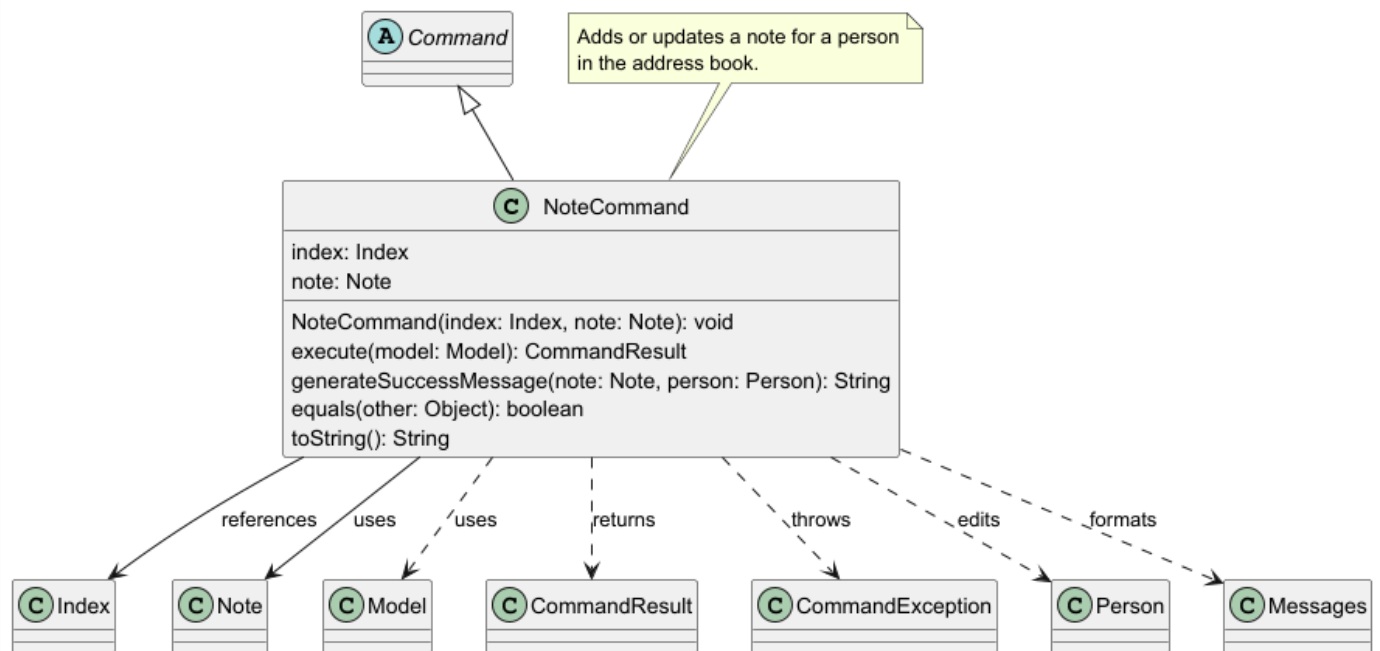
Key test references:

- `ParserUtilTest`
- `PersonBuilder.java`, `PersonUtil.java`, `TypicalPersons.java`
- `AddressBookTest`, `UniquePersonListTest`

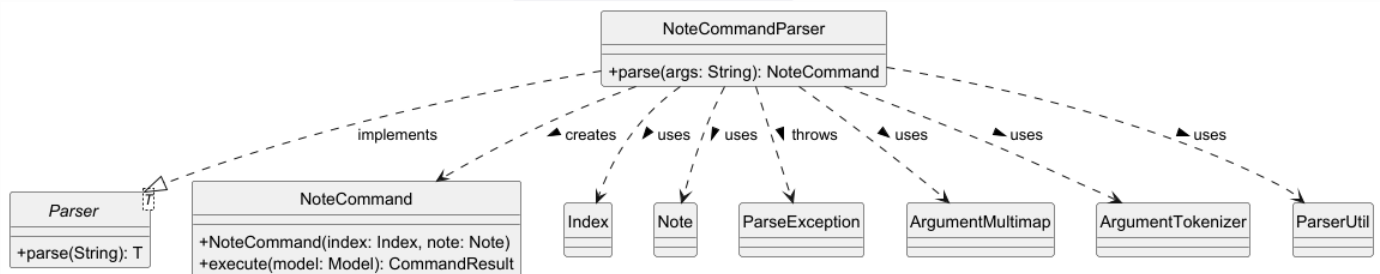
Example:

- `add n/Jane Doe p/91234567 e/jane@example.com a/123 Main St c/Acme pr/HIGH t/client r/Prefers email`

Note



This is a class diagram representing `NoteCommand.java` file.



This is a class diagram representing `NoteCommandParser.java` file.

Command format

`note INDEX r/REMARKS`

(Entering `r/` with no text clears the note)

- Test examples:
 - `note 1 r/Client prefers email`
 - `note 1 r/` (clears note)

Validation & semantics:

- `Note.isValidNote(...)` accepts any printable text or `"-"`.
- Empty or whitespace-only → treated as placeholder `"-"`.
 - See:
 - `NoteCommandParserTest.parse_emptyNote_success()`
 - `ParserUtilTest.parseNote_whitespaceString_returnsPlaceholderNote()`

Implementation steps:

1. Parse:

- `NoteCommandParser.parse(String args)` reads index + `r/`.
- Empty remark → placeholder `"-"`.
- Uses `ParserUtil.parseNote(...)`.

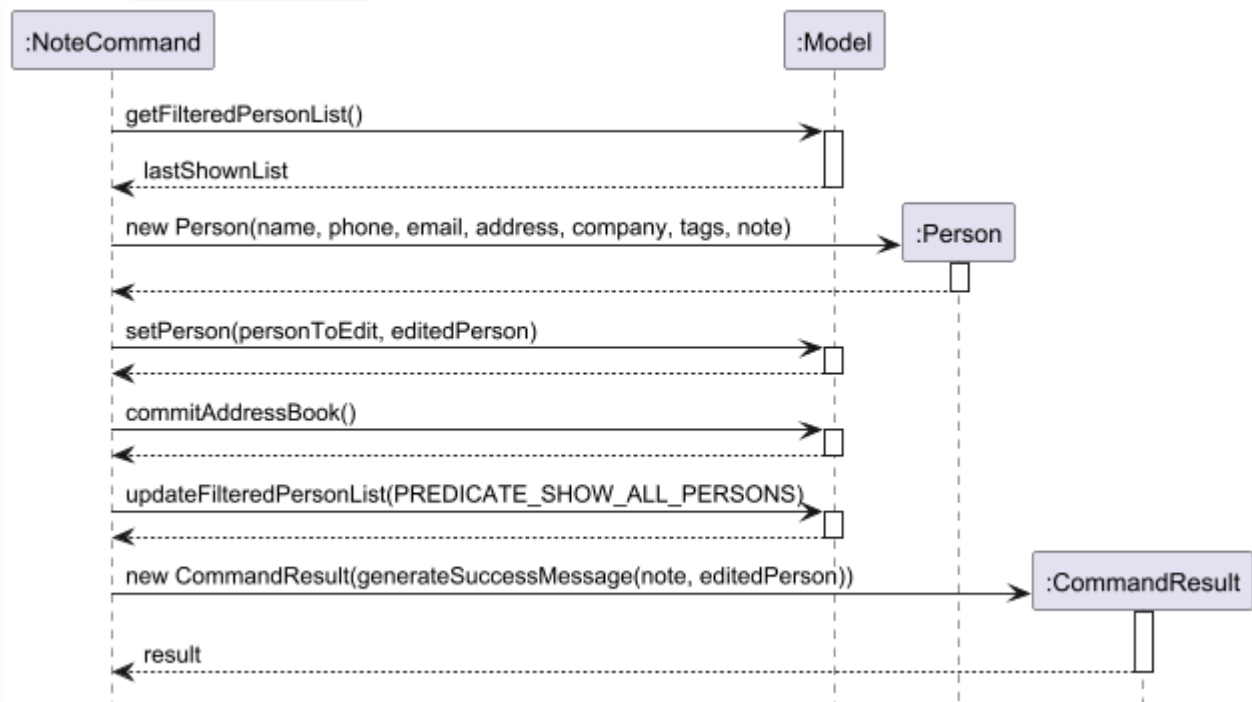
2. Create NoteCommand:

- `new NoteCommand(Index, new Note(value))`

3. Execute: ## High-level purpose NoteCommand adds or updates a Note (remark) for an existing Person in the address book.

Steps:

4. Read filtered person list from Model .
5. Validate index.
6. Create a new Person with the updated Note .
7. Replace the original Person in the Model .
8. Commit the change (for undo/redo).
9. Refresh the filtered list.
10. Return a CommandResult with a success message.



Key tests:

- `NoteCommandParserTest`
- `ParserUtilTest` (`parseNote_*`)
- `NoteTest`

Example:

- `note 2 r/Client prefers weekends. Call after 3pm.`

Priority

Command format

`priority INDEX pr/PRIORITY`

- Accepted textual values: `HIGH`, `MEDIUM`, `LOW` (case-insensitive)
- Accepted numeric values: `1` – `5`

Mapping: | Numeric | Level | |-----|-----| | 1, 2 | HIGH | | 3, 4 | MEDIUM | | 5 | LOW |

Implementation steps:

1. Parse:

- `PriorityCommandParser.parse(String args)` → index + `PREFIX_PRIORITY`
- Validates with `ParserUtil.parsePriority(...)`.

2. Create:

- `new PriorityCommand(index, new Priority(value))`

3. Execute:

- Updates the person's priority via `model.setPerson(...)`.
- Commits model after success.

Important details:

- Case-insensitive input accepted.
- Numeric 1–5 mapped to textual levels.
- Invalid (e.g., `0`, `6`, `URGENT`) → `ParseException`.

Key tests:

- `PriorityCommandParserTest`
- `PriorityTest`
- `PersonCardTest` / `PersonCardViewModelTest` (priority badge rendering)

Example:

- `priority 3 pr/HIGH`
- `priority 1 pr/2`
- `priority 2 pr/low`

HelpCommand

Purpose

The `help` command displays usage instructions to the user.

In the GUI, it opens the **Help Window**; in the CLI, it shows a message indicating that help is

displayed.

Command Format

help

- No arguments are accepted.
 - Any extra input should cause a parse failure.
-

Behaviour

- Does **not** modify the model; therefore, it does **not** commit any changes.
 - Returns a `CommandResult` with:
 - `feedbackToUser = "Opened help window."`
 - `showHelp = true` (signals UI to open help)
 - `exit = false`
-

Example Usage

```
help
```

```
Opened help window.
```

You can also hover on Help at the menu bar and click 'Help F1' to open up the HelpWindow.

Dependencies

The `help` command relies on the following files for the GUI implementation:

1. `HelpWindow.java`
 - JavaFX controller for the help window.
 - Manages interaction with FXML elements, buttons, and labels.

- Handles copying the user guide URL to the clipboard and opening the browser.

2. **HelpWindow.fxml**

- Defines the GUI layout of the help window.
- Includes the copy button, open button, and help message label.

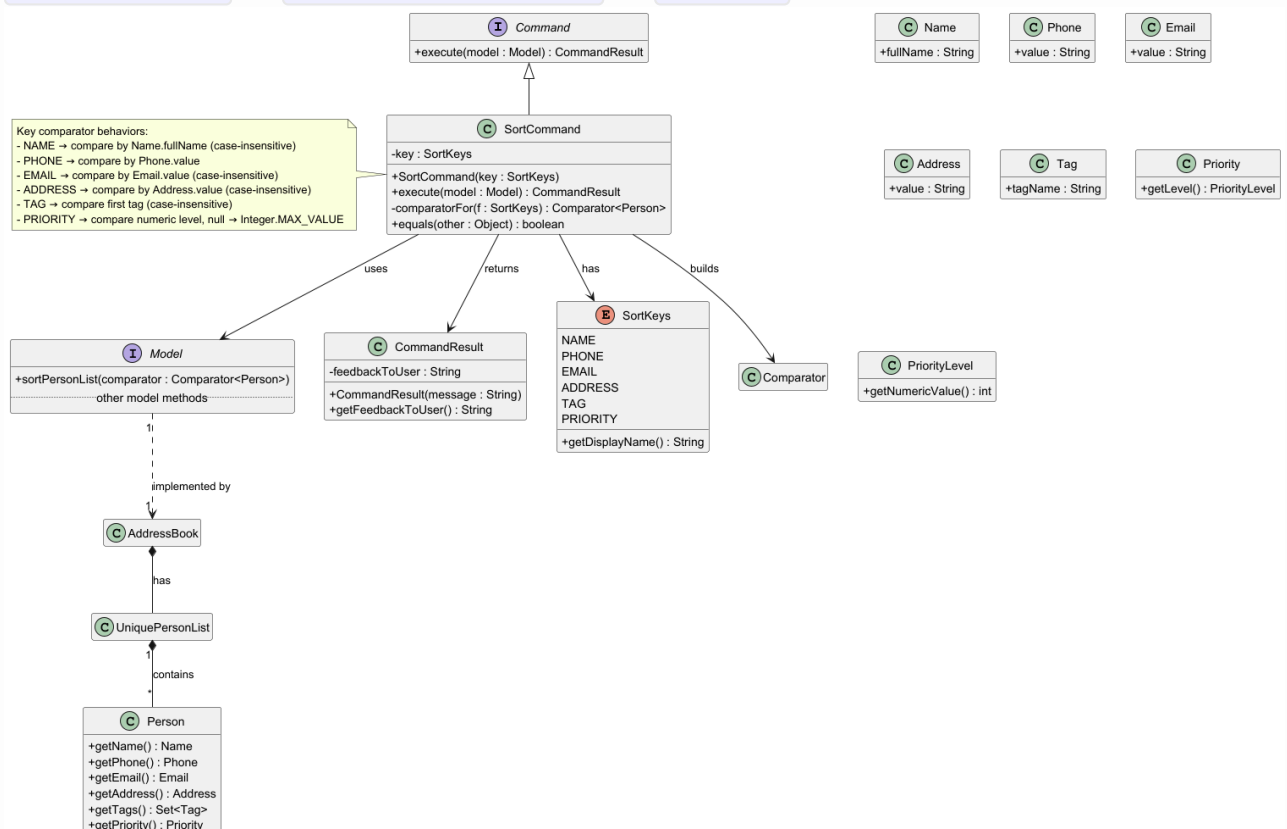
3. **HelpWindow.css**

- Provides styling for the help window, such as button appearance, font styles, and layout padding.

Sort — implementation notes & tests

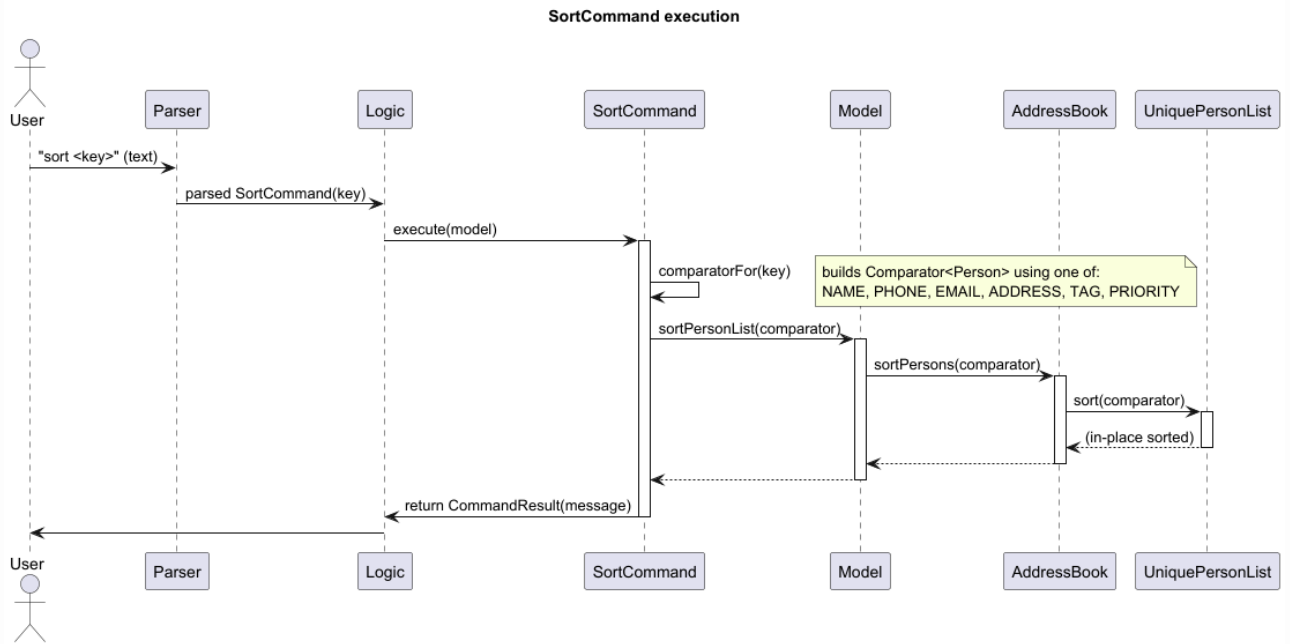
Diagrams referenced

- *Class diagram:* shows **SortCommand** (has **key: SortKeys**) → builds **Comparator<Person>** → calls **Model#sortPersonList(Comparator)** → **AddressBook** → **UniquePersonList** → **Person** accessors.



- *Sequence diagram (bottom):* shows the parse → command → execute flow and that sorting is performed by the model/addressbook/unique list (in-place), then

`CommandResult` is returned.



Command format

sort [CRITERION]

- If no args or only whitespace → **defaults to** `name` .
- Valid criteria (case-insensitive): `name` , `phone` , `email` , `address` , `tag` , `priority` .

High-level flow (parse → command → execute) — matches sequence diagram and code

1. `LogicManager` hands the raw user input to `AddressBookParser` .
2. `AddressBookParser` delegates to `SortCommandParser` which:
 - trims the input string;
 - empty / whitespace-only → constructs `new SortCommand(SortKeys.NAME)` (default);
 - a single valid key token → constructs `new SortCommand(<that SortKeys>)` ;
 - otherwise throws `ParseException` (invalid format or token).
3. `SortCommand.execute(Model model)` (as implemented in the provided code):
 1. `requireNonNull(model)` .
 2. `Comparator<Person> cmp = comparatorFor(key);` — `comparatorFor` returns the comparator for the selected `SortKeys` (detailed below).

3. `model.sortPersonList(cmp);` — the model is asked to sort its person list using that comparator.
 - According to the sequence/class diagram and current code structure, that results in `AddressBook` delegating to `UniquePersonList.sort(cmp)`, which sorts the list **in-place** (i.e., mutates the model's internal person ordering).
4. `model.commitAddressBook();` — the command commits the change to the model (so sorting is treated as a model state change, enabling undo/redo).
5. Build success message: `String.format(MESSAGE_SUCCESS, key.getDisplayName())`.
6. `return new CommandResult(message)`.

*Important: the code **does** call `model.commitAddressBook()` (so sorting is currently a mutation and recorded for undo/redo). The diagrams show the in-place sort via `AddressBook / UniquePersonList` — this matches the code.*

How comparators are built (rules implemented in `comparatorFor`)

- `NAME` → compare `Person.getName().fullName`, case-insensitive.
- `PHONE` → compare `Person.getPhone().value` (string).
- `EMAIL` → compare `Person.getEmail().value`, case-insensitive.
- `ADDRESS` → compare `Person.getAddress().value`, case-insensitive.
- `TAG` → compare the **first tag** (by alphabetical order, case-insensitive):
`p.getTags().stream().map(tag->tag.tagName).sorted(String.CASE_INSENSITIVE_ORDER).findFirst().orElse("")`.
 - Persons with no tags are treated as `""` for comparison.
- `PRIORITY` → compare numeric priority level via
`p.getPriority() != null ? p.getPriority().getLevel().getNumericValue() : Integer.MAX_VALUE`.
 - Persons without a priority (`null`) get `Integer.MAX_VALUE` — they appear **after** any person with a numeric priority when sorting ascending.

If an unsupported key is passed, the code throws `IllegalArgumentException("Unsupported sort key: " + f)`.

Class-level mapping (from the class diagram)

- `SortCommand` (fields / methods shown in class diagram and implemented in code):
 - field: `private final SortKeys key;`
 - constructor: `SortCommand(SortKeys key)`
 - `execute(Model model) : CommandResult` — builds comparator, calls `model.sortPersonList(cmp)`, `model.commitAddressBook()`, returns `CommandResult`.
 - `private comparatorFor(SortKeys f) : Comparator<Person>` — builds comparator per key (see rules above).
 - `equals(Object other)` — current implementation: `return other == this || other instanceof SortCommand;`
Note: that implementation treats any two `SortCommand` instances as equal regardless of `key`. This is inconsistent with the class diagram intent (and typical equals semantics).
 See **Tests & recommended fix** below.
- `Model` provides `sortPersonList(Comparator<Person>)` (diagram & code).
- `AddressBook` implements `Model` and delegates the sort to `UniquePersonList`.
- `UniquePersonList` contains `Person` objects and performs the in-place sorting.

Example valid inputs:

- sort
- sort name
- sort priority
- sort phone

Key unit/parser tests (examples in repo):

- `src/test/java/seedu/address/logic/parser/SortCommandParserTest.java`

Tests include:

- empty and whitespace inputs → default behavior
- valid single-key inputs (all supported keys)
- invalid inputs (multiple tokens, invalid key) → parse failure with `MESSAGE_INVALID_SORT_COMMAND_FORMAT`

Notes for implementers:

- If `SortCommand` relies on a `SortKeys` enum/class, ensure the parser maps strings case-insensitively to that enum.
- Keep sorting logic in `Model` (or a `Model#sortBy(SortKey)` helper) so `SortCommand` just delegates — this keeps separation of concerns and simplifies testing.

ModelManager

The concrete implementation is in `ModelManager`
 (`src/main/java/seedu/address/model/ModelManager.java`).

- **History storage**

- `ModelManager` stores the history as a `List<AddressBook>` named `addressBookHistory`.
- `historyPointer` is an `int` pointing to the current state within `addressBookHistory`.
- Each saved state is a fresh `new AddressBook(this.addressBook)` copy (i.e., whole-state snapshots).

- **Committing**

- `commitAddressBook()` calls a helper `pushCurrentStateToHistory()` which:
 - Removes any states after `historyPointer` (purging redo history) using:

```
while (addressBookHistory.size() > historyPointer + 1) {  
    addressBookHistory.remove(addressBookHistory.size() - 1);  
}
```

- Adds a deep snapshot `new AddressBook(this.addressBook)` to `addressBookHistory`.
 - Sets `historyPointer = addressBookHistory.size() - 1`;
- Initial commit is performed by the constructors: both constructors call `commitAddressBook()` so there is always an initial state in history.

- **Undo**

- `canUndoAddressBook()` returns `historyPointer > 0`.
- `undoAddressBook()` :
 - Throws `IllegalStateException` if `canUndoAddressBook()` is false.
 - Decrements `historyPointer`.
 - Reads `AddressBook previous = addressBookHistory.get(historyPointer);`
 - Calls `this.addressBook.resetData(previous);` to restore the state.
 - Calls `updateFilteredPersonList(PREDICATE_SHOW_ALL_PERSONS);` to reset any filtered view.

- **Redo**

- `canRedoAddressBook()` returns `historyPointer < addressBookHistory.size() - 1`.
- `redoAddressBook()` :
 - Throws `IllegalStateException` if `canRedoAddressBook()` is false.
 - Increments `historyPointer`.
 - Reads `AddressBook next = addressBookHistory.get(historyPointer);`
 - Calls `this.addressBook.resetData(next);` to restore the state.
 - Calls `updateFilteredPersonList(PREDICATE_SHOW_ALL_PERSONS);` to reset any filtered view.

- **Snapshot semantics**

- History stores **whole AddressBook snapshots** (not command diffs).
- Purging behaviour: when committing while `historyPointer` is not at the last index, later states are removed (redo history is discarded) prior to appending the new commit.

(Implementation source: `ModelManager.java`.)

Command-level classes (UndoCommand / RedoCommand)

The undo/redo CLI commands are implemented in:

- `src/main/java/seedu/address/logic/commands/UndoCommand.java`
- `src/main/java/seedu/address/logic/commands/RedoCommand.java`

Key points from those classes:

- **UndoCommand** behavior:
 - Command word: `undo`
 - Success message: `"Undid previous action."`
 - Failure message: `"No actions to undo."`
 - Execution steps:
 1. `requireNonNull(model);`
 2. Check `if (!model.canUndoAddressBook())` → throw `CommandException(MESSAGE_FAILURE)`.
 3. Call `model.undoAddressBook();` inside try/catch. If `IllegalStateException` occurs, convert to `CommandException(MESSAGE_FAILURE)`.
 4. Return `new CommandResult(MESSAGE_SUCCESS);`
- **RedoCommand** behavior:
 - Command word: `redo`
 - Success message: `"Redid previous action."`
 - Failure message: `"No actions to redo."`
 - Execution steps mirror **UndoCommand** but use `canRedoAddressBook()` and `model.redoAddressBook()`.

(Execution/error message behaviour: see `UndoCommand.java` and `RedoCommand.java`.)

Documentation, logging, testing, configuration, dev-ops

- [Documentation guide](#)
 - [Testing guide](#)
 - [Logging guide](#)
 - [Configuration guide](#)
 - [DevOps guide](#)
-

Appendix: Requirements

Product scope

Target user profile:

- Freelance professionals and consultants who manage multiple client relationships
- has a need to manage a significant number of client contacts
- prefer desktop apps over other types
- can type fast and prefer typing over mouse/voice commands
- is reasonably comfortable using CLI apps
- need quick access to client information for project management

Value proposition: Eliminates time-consuming contact searches and data entry by providing instant CLI-based access to client information, allowing freelancers to manage client relationships more efficiently than traditional GUI apps.

User stories

Priorities: High (must have) - * * *, Medium (nice to have) - * *, Low (unlikely to have) - *

Priority	As a ...	I want to ...	So that I can...
* * *	freelance professional	add new client contacts quickly	build my client database efficiently
* * *	freelance professional	find clients by name	quickly access their contact information
* * *	freelance professional	delete outdated contacts	keep my database clean and current
* * *	freelance professional	view all my contacts	see my entire client base at a glance
* *	freelance professional	edit client details	update information when clients change contact details
* *	freelance professional	add notes to contacts	track project details and meeting summaries

Priority	As a ...	I want to ...	So that I can...
* *	freelance professional	tag contacts by category	organize clients by project type or priority
* *	freelance professional	search contacts by company	find all contacts from a specific organization
*	freelance professional	sort contacts alphabetically	locate clients more systematically
*	freelance professional	export contact data	backup or share client information
*	freelance professional	view recent contacts	quickly access frequently contacted clients

{More to be added}

Use cases

(For all use cases below, the **System** is QuickCLI and the **Actor** is the user, unless specified otherwise)

Use case: UC01 - Add a new client contact

MSS

1. User requests to add a new contact with name and phone number
2. QuickCLI validates the input format
3. QuickCLI checks for duplicate contacts
4. QuickCLI adds the contact to the database
5. QuickCLI displays success message with contact details

Use case ends.

Extensions

- 2a. Invalid input format (e.g., missing required fields, invalid phone number).
 - 2a1. QuickCLI shows specific error message.
 - 2a2. User enters corrected command.

Use case resumes at step 2.

- 3a. Duplicate contact exists (same name and phone).

- 3a1. QuickCLI shows duplicate warning.
- 3a2. QuickCLI displays existing contact details.

Use case ends.

Use case: UC02 - Find client by name

MSS

1. User requests to find contacts with keyword(s)
2. QuickCLI searches for contacts with names containing the keyword(s)
3. QuickCLI displays filtered list of matching contacts

Use case ends.

Extensions

- 2a. No contacts match the search criteria.
 - 2a1. QuickCLI shows "0 contacts found" message.

Use case ends.

Use case: UC03 - Add notes to a contact

MSS

1. User requests to list all contacts
2. QuickCLI shows list of contacts with index numbers
3. User requests to add note to specific contact by index
4. QuickCLI adds the note to the contact
5. QuickCLI displays success message

Use case ends.

Extensions

- 2a. The contact list is empty.

Use case ends.

- 3a. Invalid index provided.
 - 3a1. QuickCLI shows error message.

Use case resumes at step 3.

- 3b. Note exceeds 500 character limit.
 - 3b1. QuickCLI shows error message about character limit.

Use case resumes at step 3.

{More to be added}

Non-Functional Requirements

1. **Performance:** Should execute any command in less than 100ms for typical usage.
2. **Capacity:** Should be able to hold up to 1000 contacts without noticeable sluggishness in performance.
3. **Usability:** A user with above average typing speed should be able to accomplish tasks faster using CLI commands than using mouse interactions.
4. **Compatibility:** Should work on any *mainstream* OS as long as it has Java 17 or above installed.
5. **Portability:** Should work without requiring installer or admin rights (portable executable).
6. **Data Integrity:** Should save data automatically after each command that modifies data.
7. **Reliability:** Should handle invalid commands gracefully with clear error messages.
8. **Learning Curve:** New users should be able to use basic commands within 5 minutes of reading the user guide.
9. **Data Format:** Data should be stored in human-readable JSON format for easy backup and manual editing if needed.
10. **Screen Resolution:** Should be usable on screens with resolution of 1280x720 or higher.

{More to be added}

Glossary

Term	Definition / Explanation	Example
CLI (Command Line Interface)	A text-based interface where users type commands to interact with software.	QuickCLI uses a CLI to manage contacts.
GUI (Graphical User Interface)	A visual interface where users interact with software using windows, buttons, and icons.	QuickCLI has a GUI overlay for visual representation.
Contact	A record representing a client, including name, phone, email, company, tags, and remarks.	add n/John Doe p/91234567
Index	The number representing a contact in the current list, used in commands like edit, delete, note.	edit 2 n/Jane Smith
Priority	A level assigned to a contact indicating their importance or	pr/HIGH , pr/MEDIUM , pr/LOW , pr/1

Term	Definition / Explanation	Example
	urgency.	
Tag	A keyword used to categorize or filter contacts.	t/client , t/priority .
Remark / Note	Optional textual information about a contact, stored for reference.	r/Prefers Email Communication.
Command Format / Syntax	The structure in which a command must be entered.	add n/NAME p/PHONE [e/EMAIL]...
Duplicate Contact	A contact considered identical to an existing one if both name and phone number match.	QuickCLI prevents duplicates.
Sort Criterion	A property used to organize contacts when using the sort command.	name for alphabetical, recent for newest first.
Clear Confirm	A confirmation step to prevent accidental deletion of all contacts.	User types clear confirm to execute clear.
JSON	A text-based format for storing structured data.	QuickCLI stores contacts in JSON format.
User Story	Short description of a feature from the user's perspective.	"As a user, I can add a contact so that I can manage client info quickly."
Help Window	A GUI window that lists all available commands and syntax.	Opened using help .
Clock Button	A button beside notes showing the time the note was added.	Only active if a note exists.
Exit	Command to close QuickCLI; automatically saves data.	exit
Save Data	Automatic saving of changes to the database after commands that modify data.	Stored in quickcli.json .

Term	Definition / Explanation	Example
Add Command	Adds a new contact to QuickCLI.	<code>add n/John Doe p/91234567</code>
List Command	Lists all contacts or filtered by tags.	<code>list t/priority</code>
Find Command	Searches contacts by keyword(s).	<code>find john mary</code>
Edit Command	Updates details of an existing contact.	<code>edit 2 n/Jane Smith</code> <code>p/91234567</code>
Delete Command	Removes a contact from the database.	<code>delete 3</code>
Note Command	Adds remarks to a contact.	<code>note 1 r/Meeting</code> <code>scheduled</code>
Sort Command	Organizes contacts according to a criterion.	<code>sort name</code> or <code>sort recent</code>
Clear Command	Deletes all contacts from the database.	Must type <code>clear confirm</code> to proceed.
Help Command	Launches the Help Window.	<code>help</code>
JSON	JavaScript Object Notation - A human-readable data format used to store contact data	
Mainstream OS	Operating System that is mainstream	Windows, Linux, Unix, MacOS
Freelance Professional	Self-employed individual offering services to multiple clients	

Appendix: Instructions for manual testing (expanded)

Note: These instructions complement the User Guide and are written for the tester who needs a quick, reproducible path through the app features. They are not

exhaustive; exploratory testing is encouraged.

Basic tests

1. `list` — app should show the sample contacts and return success.
2. `add n/Test User p/91234567` — new contact created and visible in top of list (or bottom depending on sort), success message appears.
3. `find Test` — the previously added contact should be shown.
4. `edit 1 p/999999999` — the phone of the first visible contact should update.
5. `note 1 r/Meeting notes` — note should be saved and `Note:` visible in person card (or `-` placeholder cleared).
6. `priority 1 pr/HIGH` — the contact's priority should update and any visual badge updated.
7. `delete 1` — deletion happens; confirm address book updated in UI and status bar.
8. `undo` (if implemented) — the last mutation is undone.
9. `redo` to reapply.
10. `clear` then `clear confirm` — all entries deleted; check that data file was updated.

Edge cases and invalid input tests

1. Try `add` with missing required fields — should show a helpful error (missing name/phone).
2. Try `delete 9999` — out-of-range index should be rejected.
3. Try `note 1 r/` (empty note) — should clear note and show placeholder behavior.
4. Try `priority 1 pr/URGENT` — invalid priority should be rejected with usage message.
5. Try duplicate add: add the same name & phone twice — second add should be rejected.

Manual testing for sorting & filtering

1. Use `sort` and `sort priority` and `sort recent` — check correct ordering in the list pane.
2. Use `find` with partial keywords and mixed-case (e.g., `find JoH`) — confirm case-insensitive partial matches.