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Abstract

Details on how users start and run the application.

Sea port application

User Guide

**Starting the application**

**Create the data files**

Before the user can run the Sea Port application, you must create the data files to population the information about the sea port. This can be done with the command line or a java IDE. Since settings and IDE interfaces differ, this guide will focus on the procedures with the command prompt. Exported in the zip file is a java file titled CreateSeaPortDataFile. For job practice compile the file using the command ‘**javac CreateSeaPortDataFile.java**’ as shown below. Next run the java file with the command arguments for the number of ports, docks, ships, jobs, and people within the application world. The screenshot below shows the order in which these values should be entered. Once the command is executed a data file will be created in the current directory. Remember the file location of the data file, as it will be needed to later select the file when the Sea Port application runs.

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**Launch application**

The process of compiling and running the SeaPort application is identical to how the process was executed for the creation of the data files. Only difference is to be sure to navigate to the file directory the SeaPortProgram file is located or use the absolute file location when complying and running outside of the applications home directory. When running the main application there are no additional arguments that need to be passed. After compiling the simple command java SeaPortProgram will launch the GUI (assuming the command was executed within the application home directory).

**Selecting a Data File**

Once the application is loaded the first screen presented to the user is the data file selector interface. On this screen simply select the data file you want to utilize for the application and click open at the bottom of the window to proceed.

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**Search Capabilities**

The main GUI display has a simple layout. On the screen are two dropdown box selectors to modify the search. Users can search by Person, Ships, Docks, and Jobs. Once the search subject is selected, users can select a subject’s attribute to search for. These include index, name, and skills. (**Note**: The skill attribute is only searchable for subjects Person and Job as Ship and Dock objects do not contain skill information.) If the subjects of Ship or Dock is selected the user will only be presented with the search attributes of index and name for the reason previously stated. Once all search options are selected, the user can utilize the search text field to input the search keyword and execute the search by clicking the search button.

Below the search components are two scroll panes. The pane on the left side is the presentation display of all the information extracted from the data file selected by the user. On the right side of the screen is the display of any search results queried from the user’s search. If the user’s search fails to gather any results, then they would be presented with a “No results found” message in place of search results.

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