Java Assignment 2

User Interface Design (sketch)

A screenshot of a cell phone

Description generated with high confidence

Figure 1 Main interface for log in and sign up (JFrame)

A close up of a logo

Description generated with very high confidence

Figure 2 Use case 1: Sign Up (JDialog)

A close up of a logo

Description generated with very high confidence

Figure 3 Use case 2: Record new training session (JDialog)

A close up of a logo

Description generated with very high confidence

Figure 4 Use case 3: Register new training session (Jframe)

A close up of a logo

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Figure 5 Use case 4: view training history (JFrame)

A close up of a logo

Description generated with very high confidence

Figure 6 Use case 5: Review trainer (JDialog)

A close up of a logo

Description generated with very high confidence

Figure 7 Use case 6: update training record (JFrame)

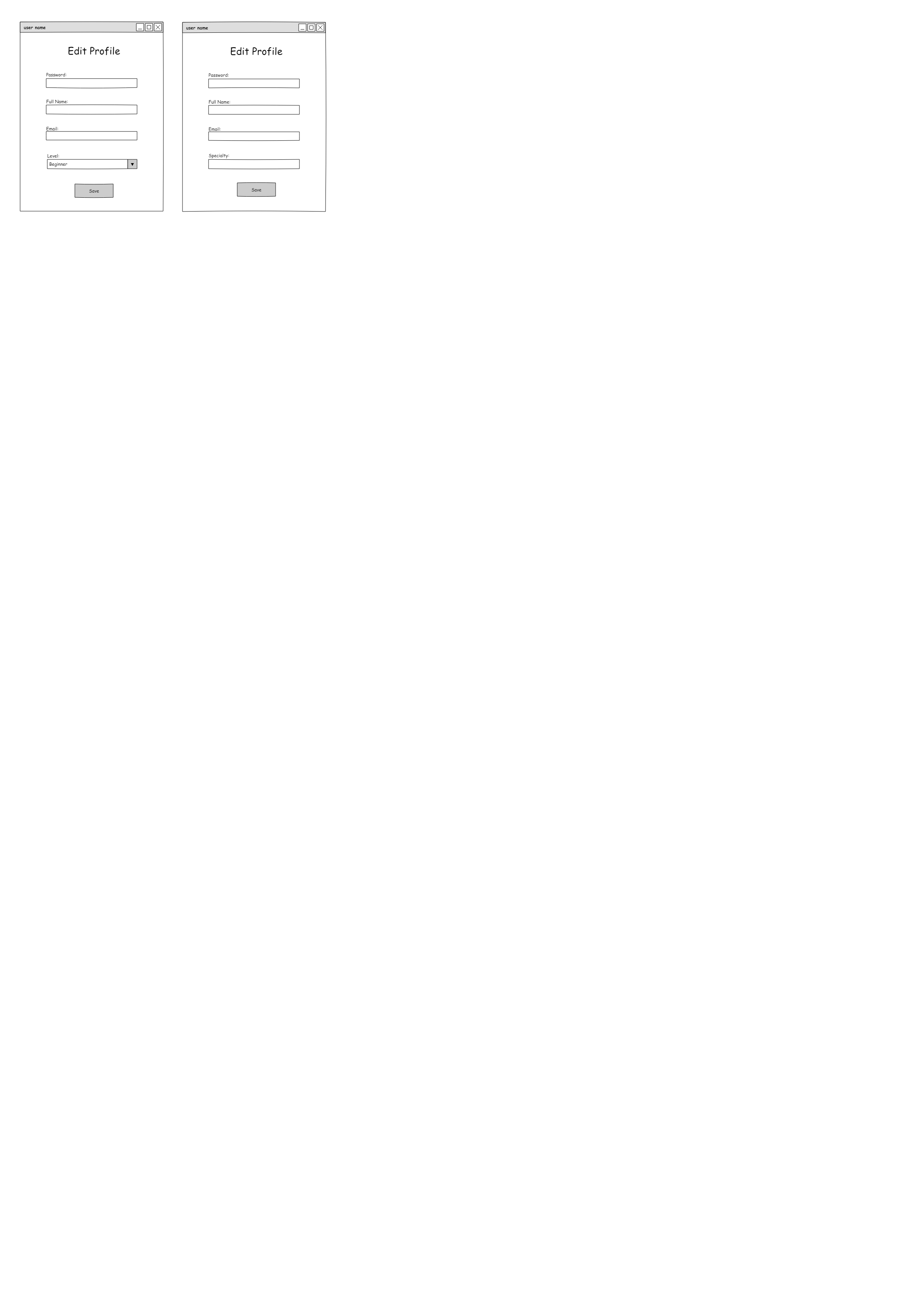


Figure 8 Use case 1: Edit profile (JDialog)

A close up of a logo

Description generated with very high confidence

Figure 9 User main menu (JFrame)

Sample output

A screenshot of a cell phone

Description generated with very high confidence

Figure 10 Use case 1: Sign Up

A screenshot of a cell phone

Description generated with very high confidence

Figure 11 Use case 2: Record new training session

A screenshot of a computer screen

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Figure 12 Use case 3: register for training session

A screenshot of a computer screen

Description generated with very high confidence

Figure 13 Use case 4: view training history

A screenshot of a cell phone

Description generated with very high confidence

Figure 14 Use case 5: review trainer

A screenshot of a cell phone

Description generated with very high confidence

Figure 15 Use case 6: update training session

A screenshot of a cell phone

Description generated with very high confidence

Figure 16 Use case 1: Sign Up (update profile)