FANTASY MOVIE SELECTOR APPLICATION

1. Summary:

The program aims to develop a Fantasy Movie Selector app. It reads movie titles from a file, organizes them into odd and even stacks, and allows users to choose a movie by inputting a number. The selected movie is then displayed on the interface.

2. Components:

•File Reader Class: Reads the input file, sorts movie titles into odd and even stacks, and emits a signal with the populated stacks.

•Fantasy Movies Class: Manages movie selection based on user input and emits a signal with the chosen movie title.

•main.cpp: Entry point, sets up Qt environment, creates instances of FileReader and fantasy Movies, connects signals and slots, and loads the QML interface.

•QML Interface: Provides UI elements such as text fields, buttons, and layout for interaction and movie display.

3. Program Flow:

•The main function initializes Qt and creates file Reader and fantasy Movies instances.

•File Reader reads the file, sorts of titles into stacks, and emits a signal with the stacks.

• Fantasy Movies receives stacks, waits for user input, selects a movie, and displays it on the QML interface.

4. Identified Issue:

During investigation, it was discovered that the odd stack seemed empty despite being filled during file reading.

5. Investigation and Resolution:

•Debug output was added to track file reading and identify issues.

•File opening process was verified.

•Logic for stacking movies was reviewed for correctness.

•Error handling was implemented for file reading errors.

•Input file content and format were checked for conformity.

6. Next Steps:

•Continue debugging to find the root cause.

•Implement fixes for proper stacking and movie selection.

•Thoroughly test the app for correctness.

•Consider adding features to enhance user experience.

7. Conclusion:

The program holds potential for a useful Fantasy Movie Selector app. By addressing the issue and improving functionality, it can become a reliable tool for movie selection.