CS106: Project Outline

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In my java program we have to build a 5 option menu that

creates a medical database for patients. With the first option you can add new patients and all respective data of the patient such as: ID number, name, last name, last visit to a medical center, age, sex, height, weight as well as comments.

The second option allows you to see all present data in the database.

The third option lets you change patient data.

It first asks you to select the patients by inputting ID.

Then it asks which value you would like to change and lets you change it.

Fourth option sorts all patient data according to an attribute decided by the user.

Fifth option exits the program.

In order for this database to be created I firstly crated a class object called Patients in order to instantiate Patient objects that can hold all the pre mentioned attributes.

This class also has get and set methods for each attribute as well as an attribute that calculates BMI and defines body type according to BMI.

In the code, I created a Switch menu with 5 cases once for each option; used do loops for the menu to keep popping until you press 5.

I used try catch blocks to isolate errors and give feedback to the user of what they did wrong.

Used a comparator to compare Strings and Integers in order to later sort them in option 4 .

The get methods created in Patient have been utilized in almost every system out print and the set methods have been used in option 3 in order to modify data.

I set encapsulation to private so values in Patient can only be changed through set methods.

And I proceeded to comment the code in detail to explain what it does. (P.S. Code that does the same thing has been commented once in the first example)