Project 3

CS 2334

Ramon Valenzuela

Tyler Maxwell

Daniel Slchon

Milestones:

1. Implement Serializable for the classes necessary to save and load all application data. 10 points
   We successfully implemented the Serializable within all of our classes which required. Tyler Maxwell worked on the Serializable portion of the project 3.

2. Use object serialization to save and load the application data to and from a binary file. 15 points

3. Implement a simple graphical display for showing counts of the application data. 25 points
   We successfully implemented a graphical display that includes both and pie chart and a histogram. Daniel Schon worked on this aspect of the project.

4. Create appropriate classes to store information on media makers. 10 points
   We successfully parsed and read the actor, producer, and director files. Ramon Valenzuela and Daniel Schon worked on this part of project 3.

5. Use LinkedHashMaps to save to and retrieve information on media makers. 10 points
   We successfully utilized LinkedHashMaps to store and retrieve information that was relevant to the task at hand. The implementation was done by Daniel Schon and Ramon Valenzuela.

6. ► Develop and use a proper design. (See, in particular, Milestone 4, above.) 15 points

7. Everyone contributed to the design of the project which was key in accomplishing the functionality of the project.

   ► Use proper documentation and formatting.

   Proper documentation was used and was contributed equally by all.

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Tyler Maxwell

Daniel Schon