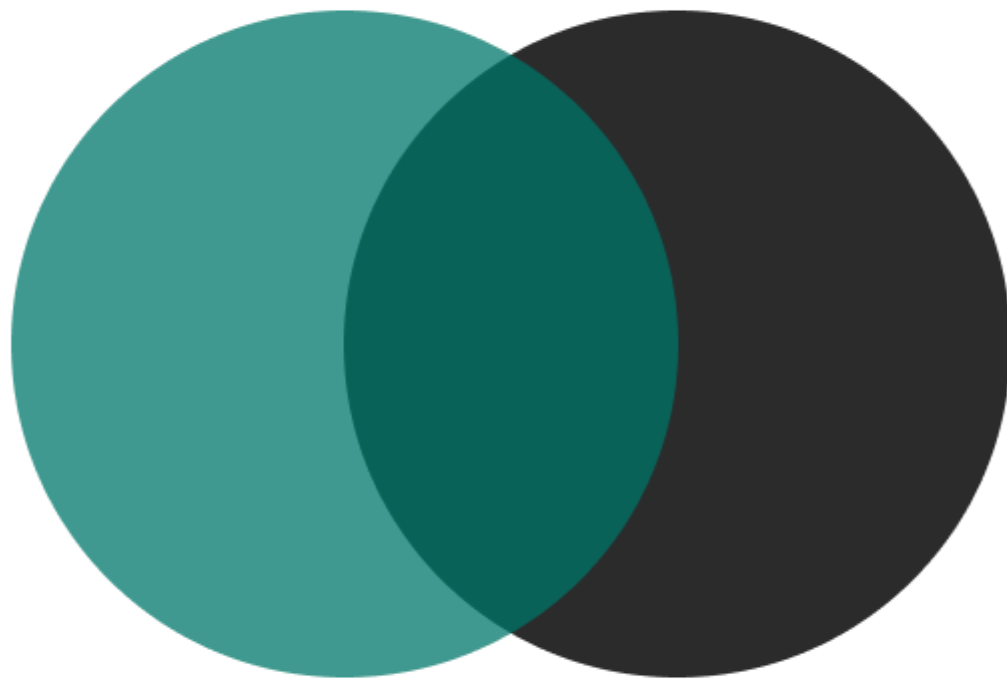


VENN DIAGRAM

SOFTWARE USER MANUAL

REUBEN NINAN, ERIC KWOK, EDWARD NWOGWUGWU

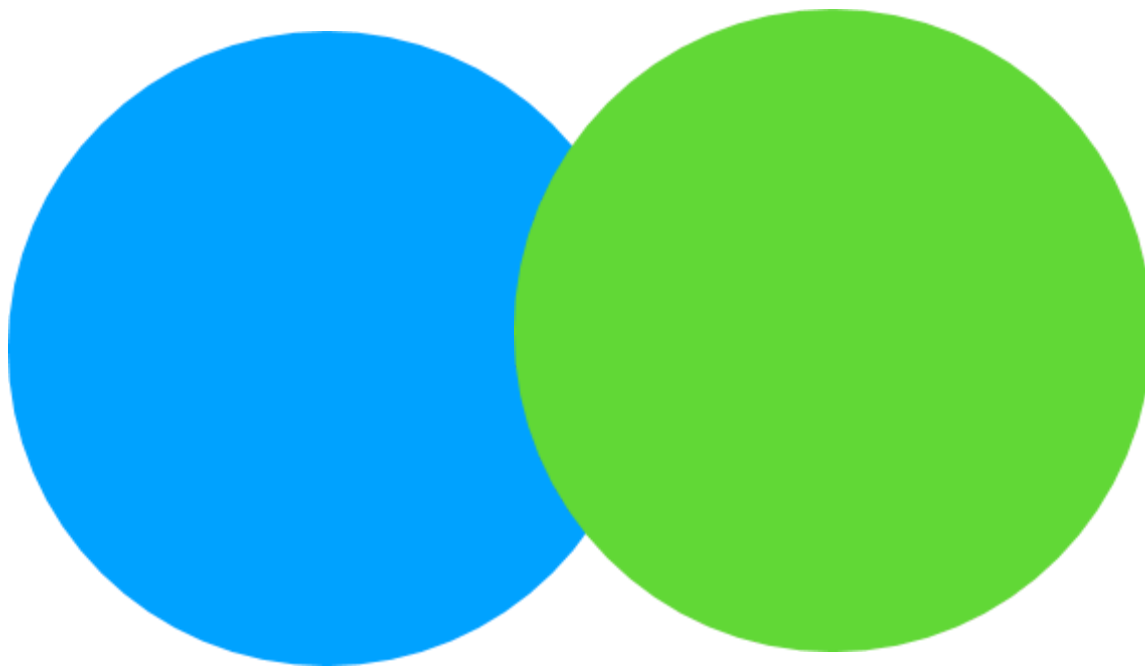


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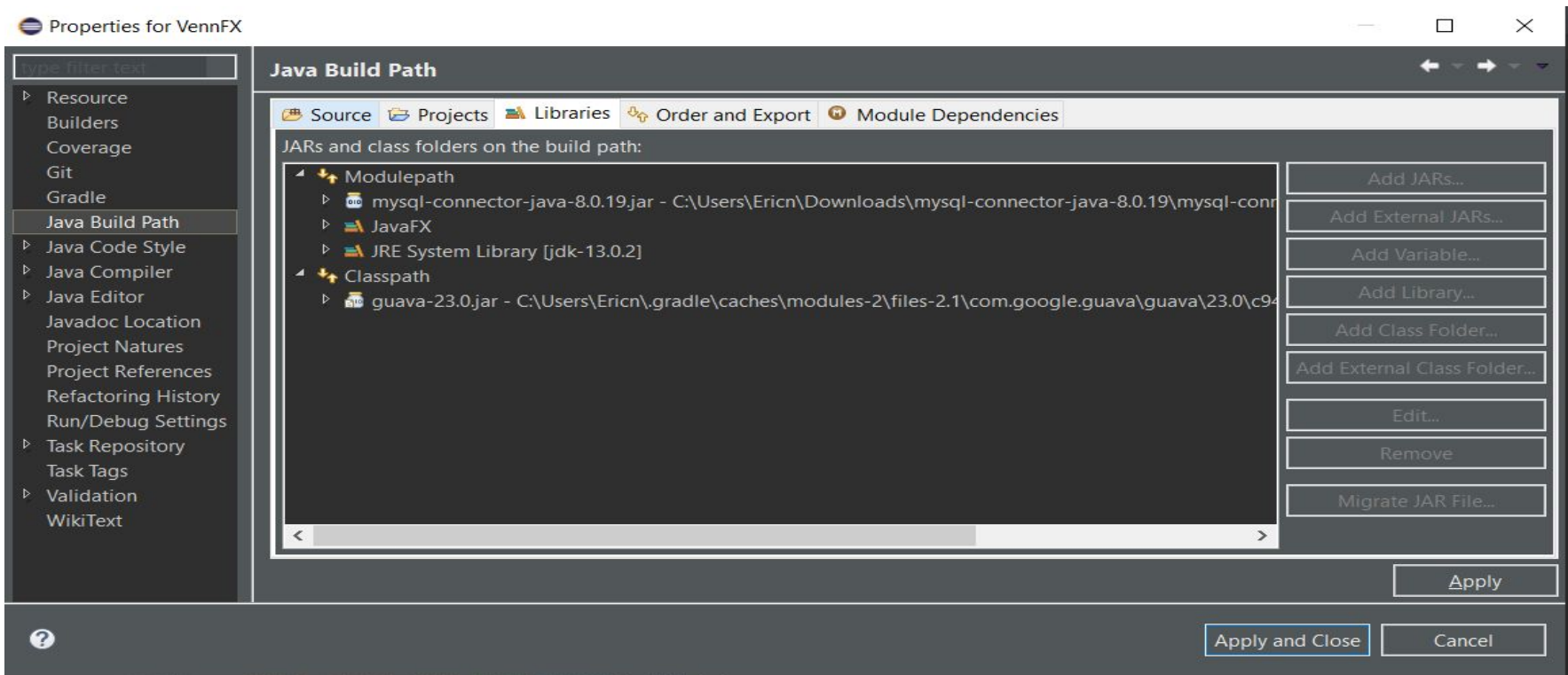
1. INTRODUCTION

This is the user manual of venn diagram, we will introduce our venn diagram software, including working principles, interface introduction and instructions. The venn diagram is a very practical diagram that allows us to clearly understand the differences and intersections between the two categories, and often helps us solve many problems in life. Our original intention is also the same, use this software to help more people.

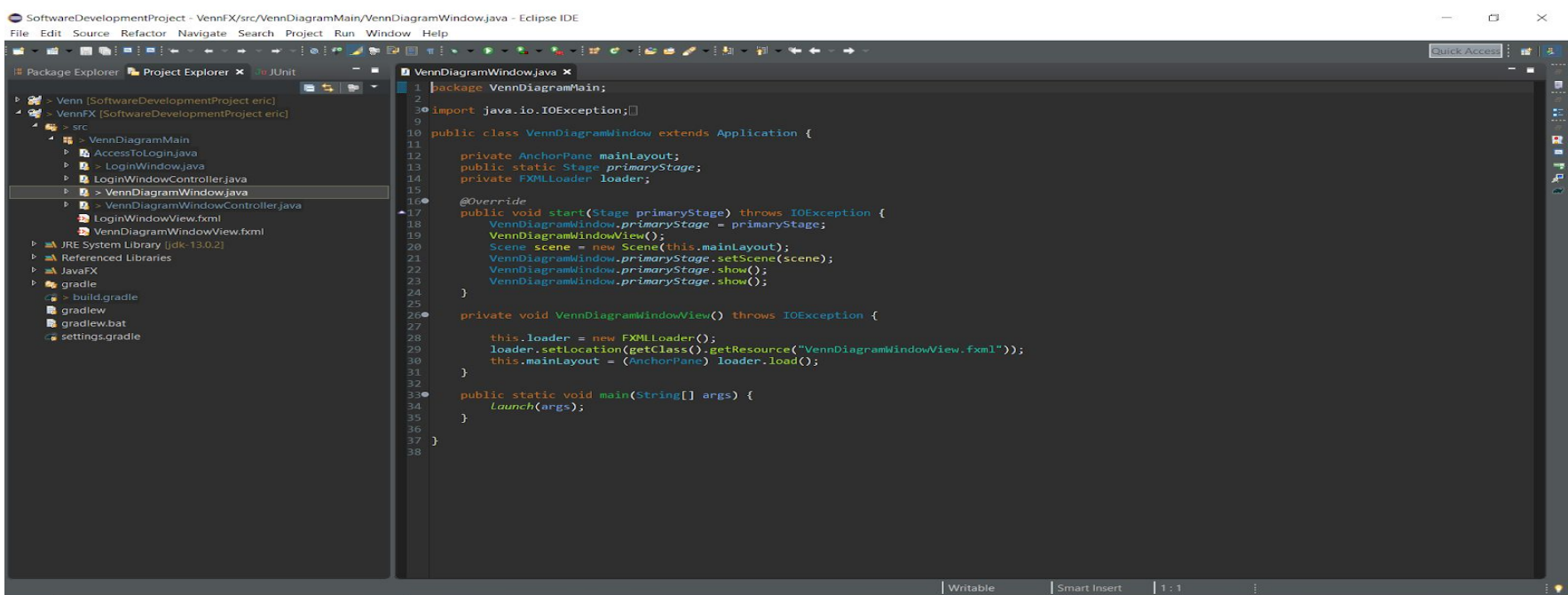


2. WORKING PRINCIPLES

This software is edited based on JRE (Java SE Runtime Environment 13), the UI style uses javafx for processing, and all coding is done on a very professional software called eclipse.



JRE (Java SE Runtime Environment 13)



Eclipse Base On JavaFx Coding

The overall focus is simplicity, which is more convenient for new users. The sign in the registration interface at the beginning uses a database. This database runs independently, and users do not have to worry about their privacy being leaked. The sign in and registration systems also ensure that different users can have completely personal venn diagrams and can meet various needs.

3. INSTRUCTIONS FOR USE

3.0 DEPLOYMENT

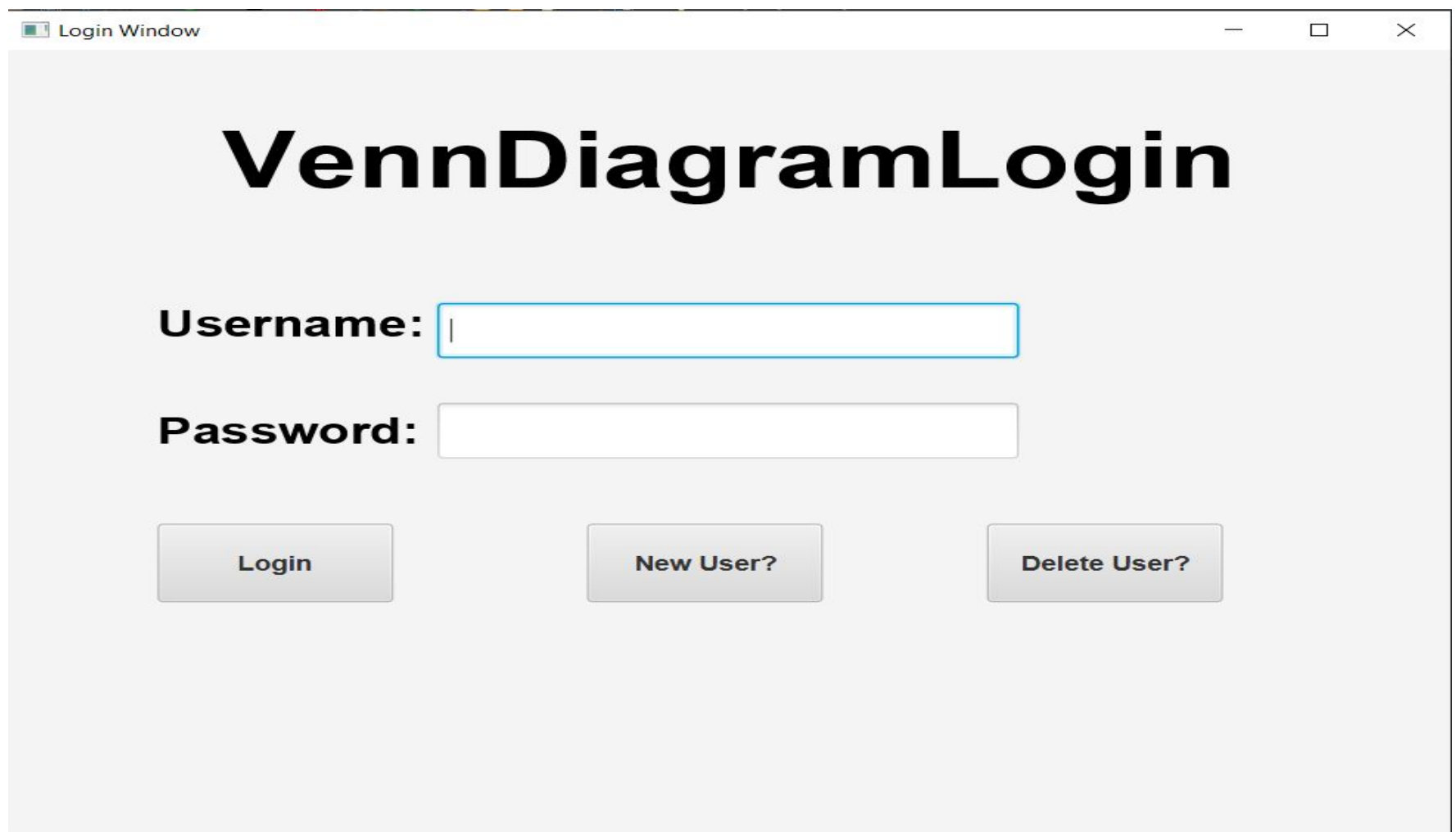
1. Find deploy JAR file, usually found in /releases/ sub-directory
2. Double click on JAR file or run from command line using:
“java -jar VennFX.jar”

3.1 LOGIN PAGE

The window should be look like this:

Note:** Will Not be In the release, if you want to use this in the future all you need to do is host it to a Database. (The code is there for you already)

This is the login interface for users to log in or new users to register. In the upper right corner there are options to minimize, full screen and close options.

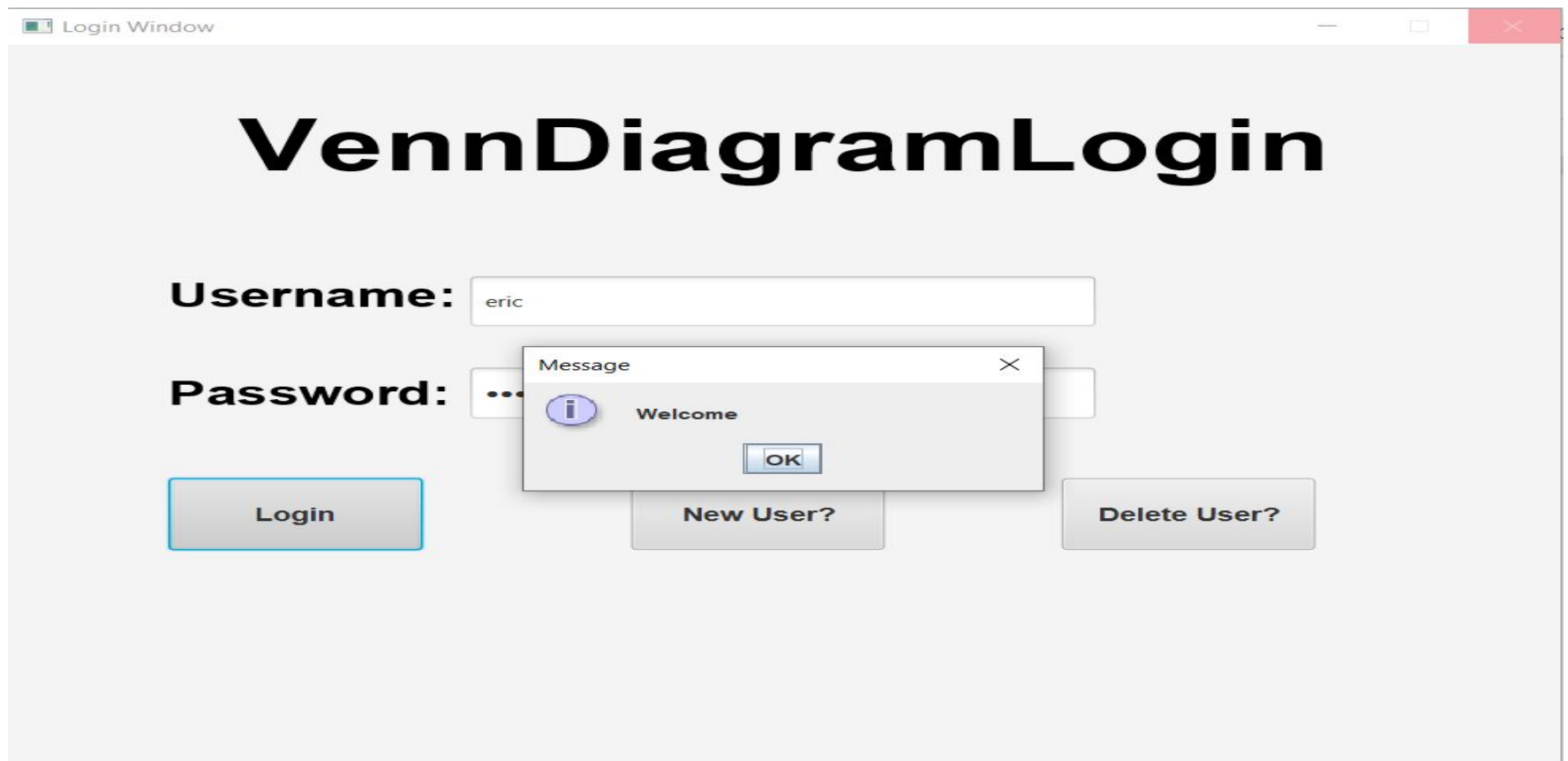


The screenshot shows a Java Swing window titled "Login Window". The window has a standard title bar with minimize, maximize, and close buttons. The main content area has a light gray background. At the top, the text "VennDiagramLogin" is displayed in a large, bold, black font. Below this, there are two input fields. The first is labeled "Username:" and the second is labeled "Password:". Both labels are in bold black font. At the bottom of the window, there are three buttons: "Login", "New User?", and "Delete User?". The buttons are light gray with black text.

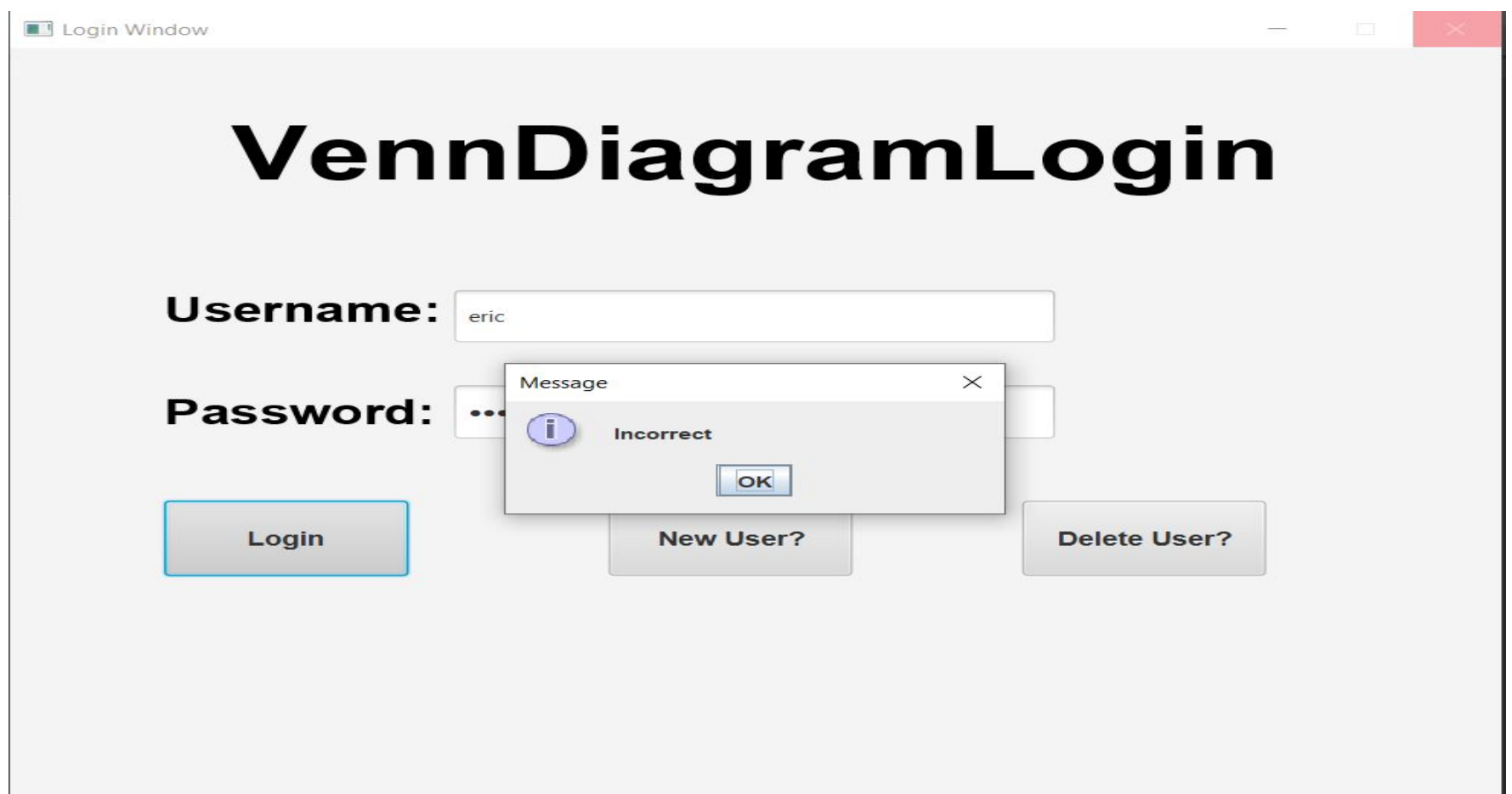
Login Window

3.1.1 Login Button

- **Login:** This is for already registered users to enter the venn diagram. When the user logs in, the program will automatically call the user's last record from the database. When the user inputs invalid login credentials the program denies access.



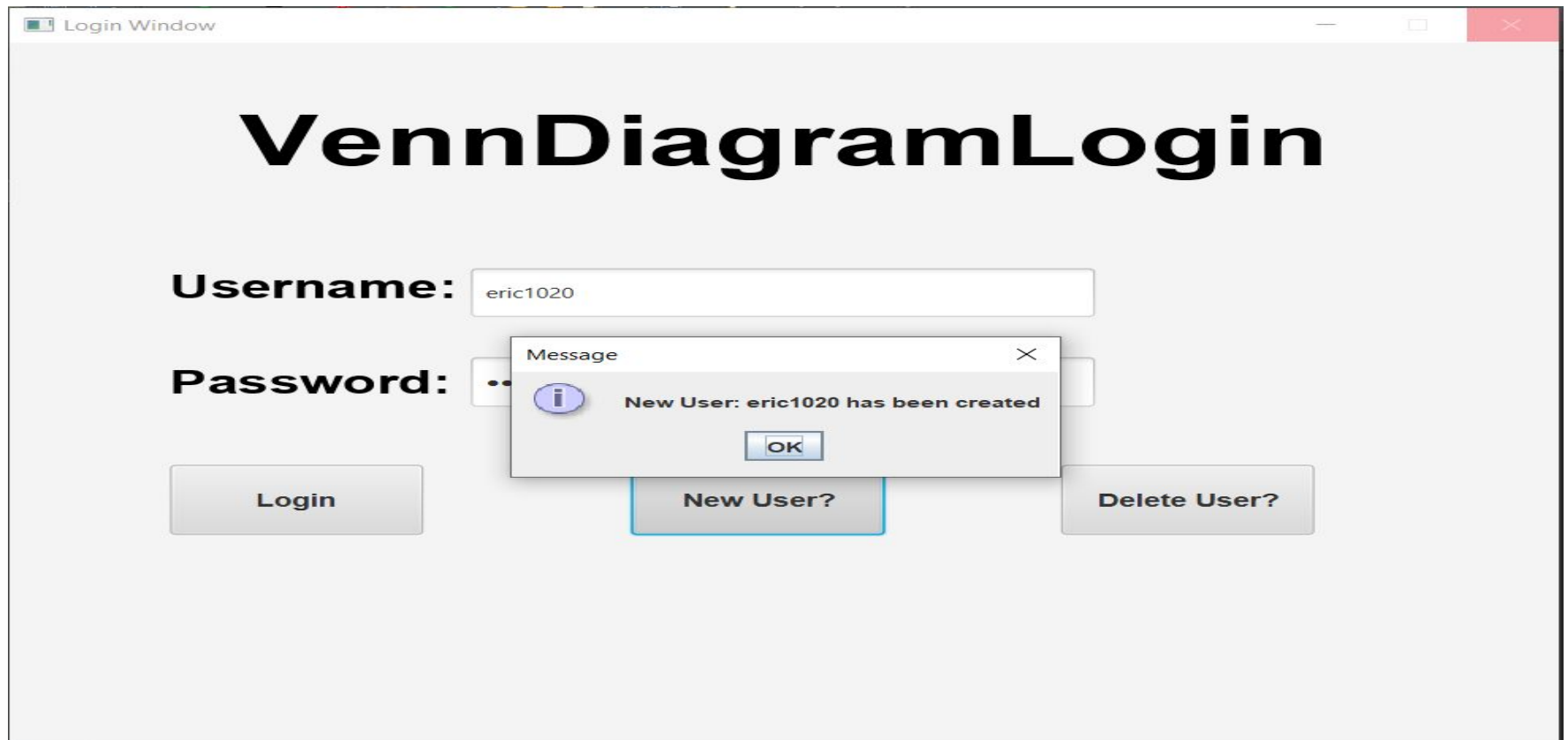
Login Function



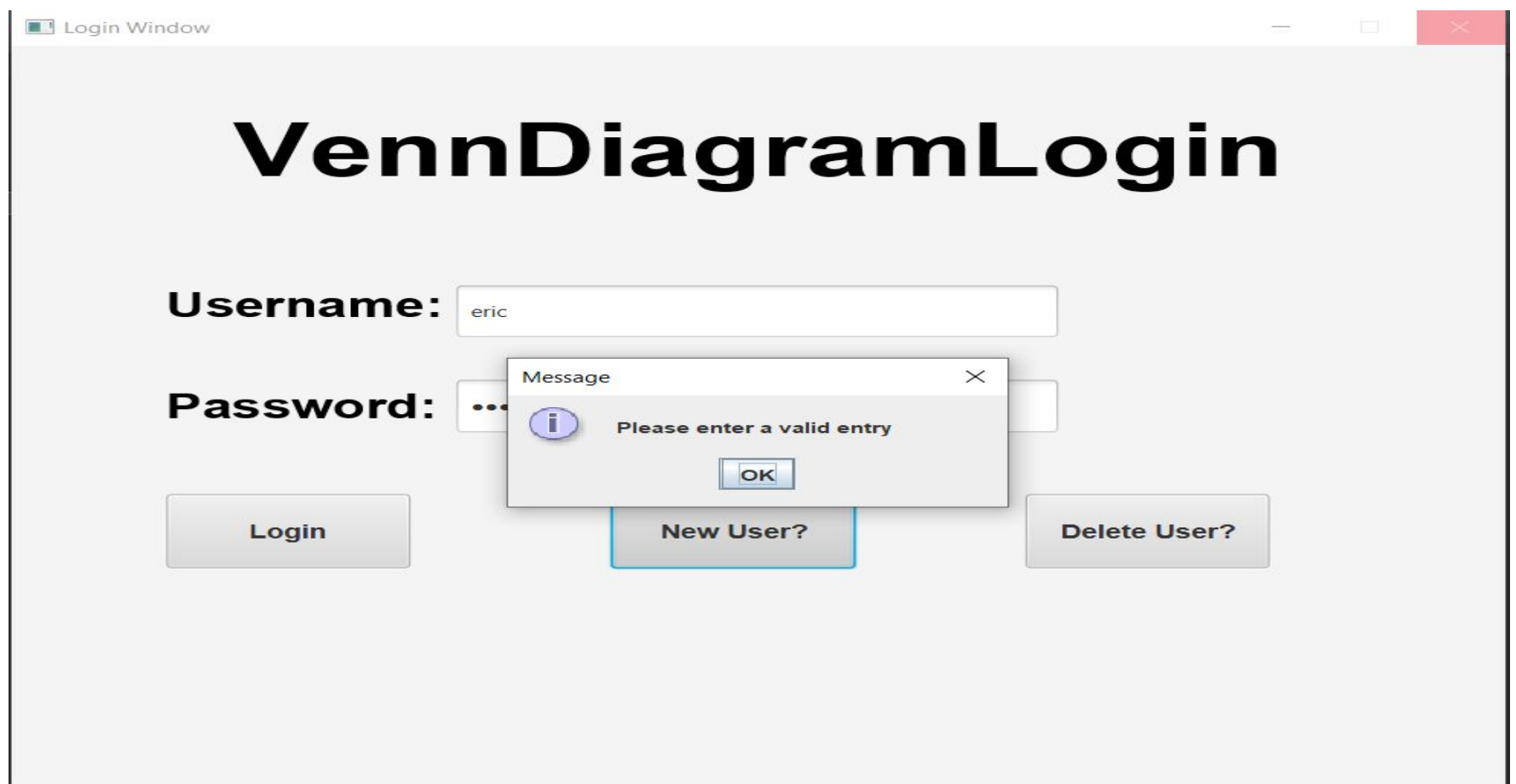
Incorrect Login Function

3.1.2 New User Button

- **New User:** This is for new users. When pressed, a new window will pop up. After entering the username and password, the background program will create a new account in the database to store all edited things for the user to call next time. This will lead the user to the Venn Diagram Window. If the username already exists an error will be shown.



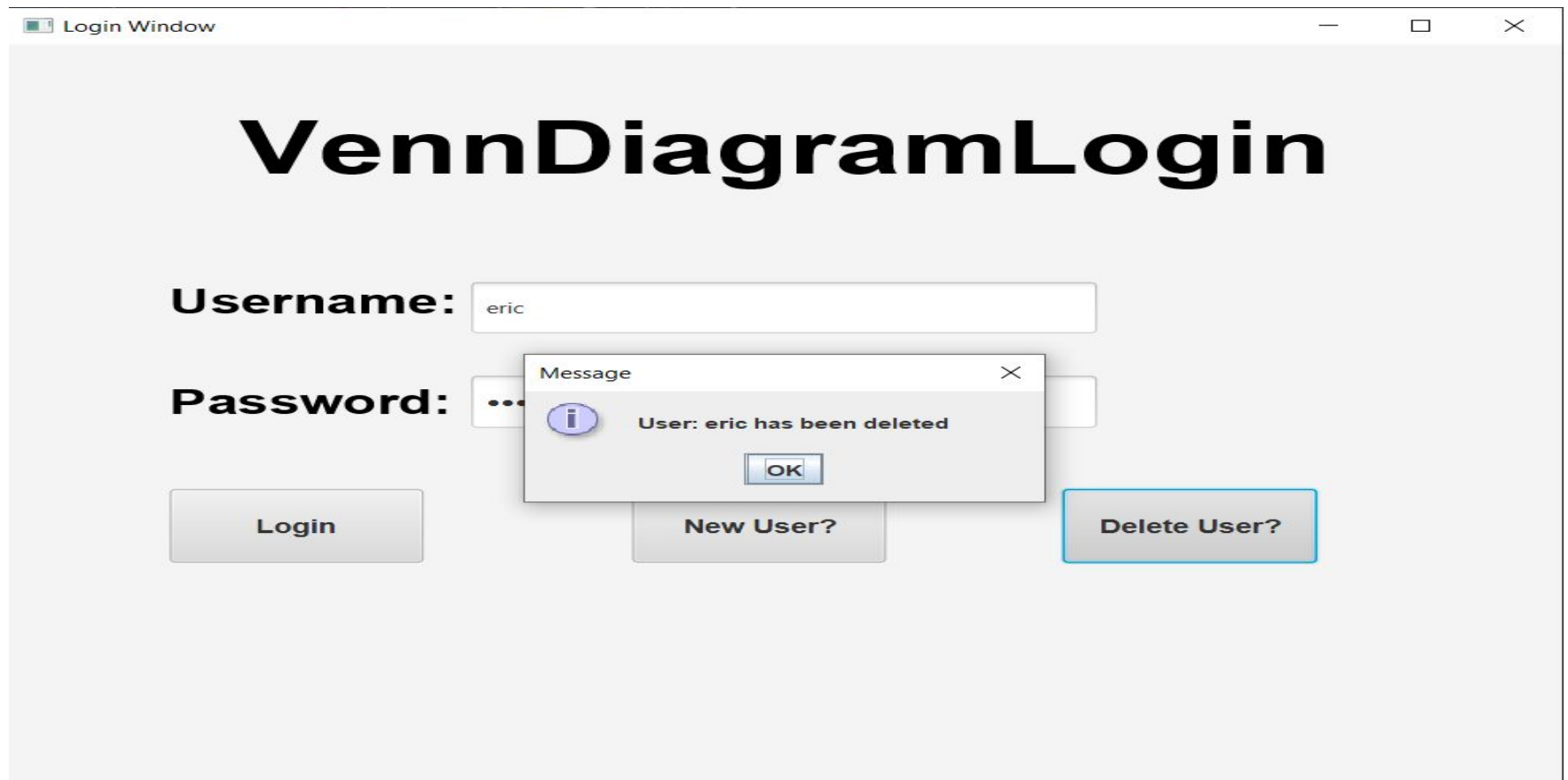
New User Function



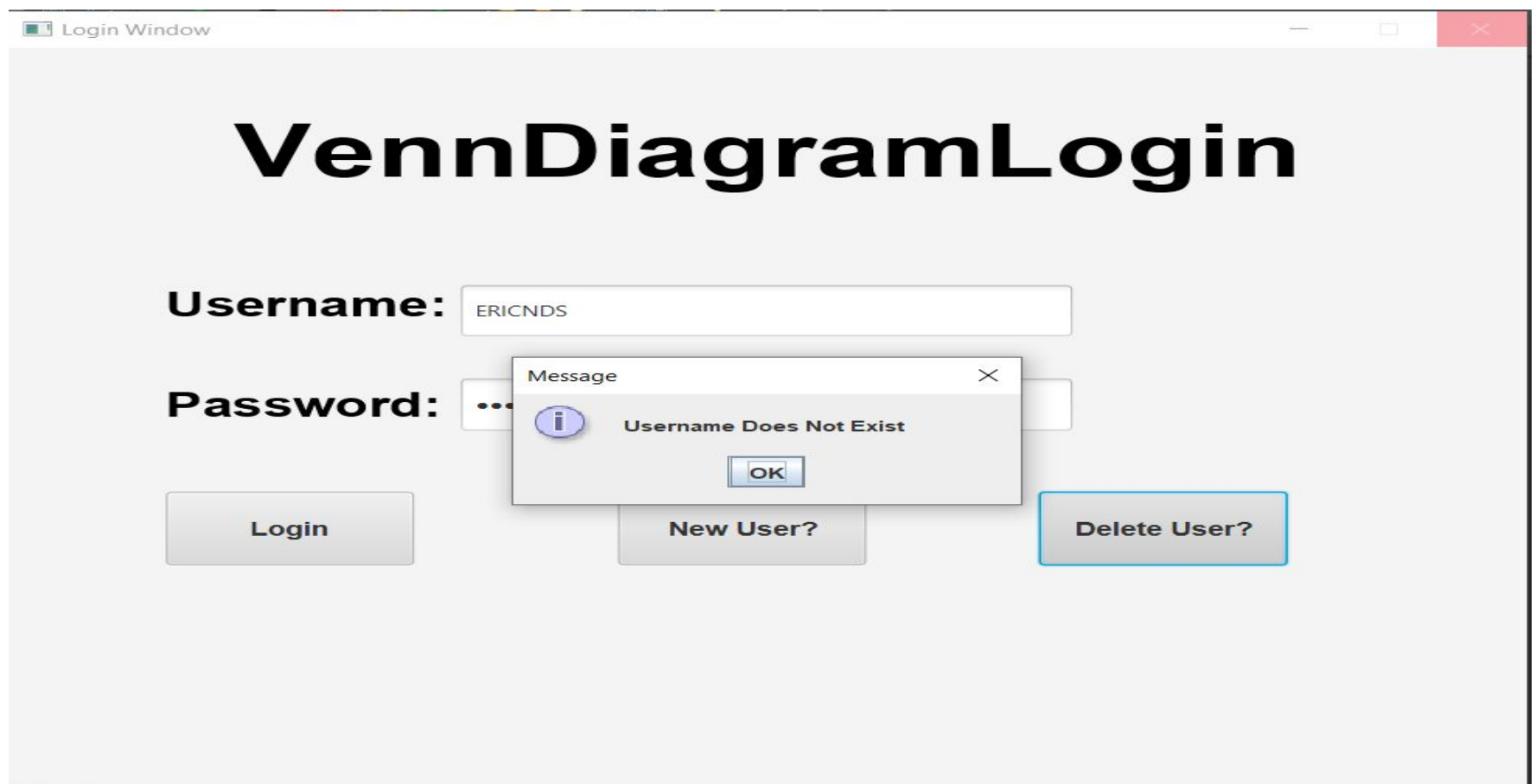
Invalid Entry Function

3.1.3 Delete User Button

- **Delete User:** Delete user is used to delete the previous account when the user does not want to use the previous user name. If the username doesn't exist or the password is incorrect an invalid entry will be shown.



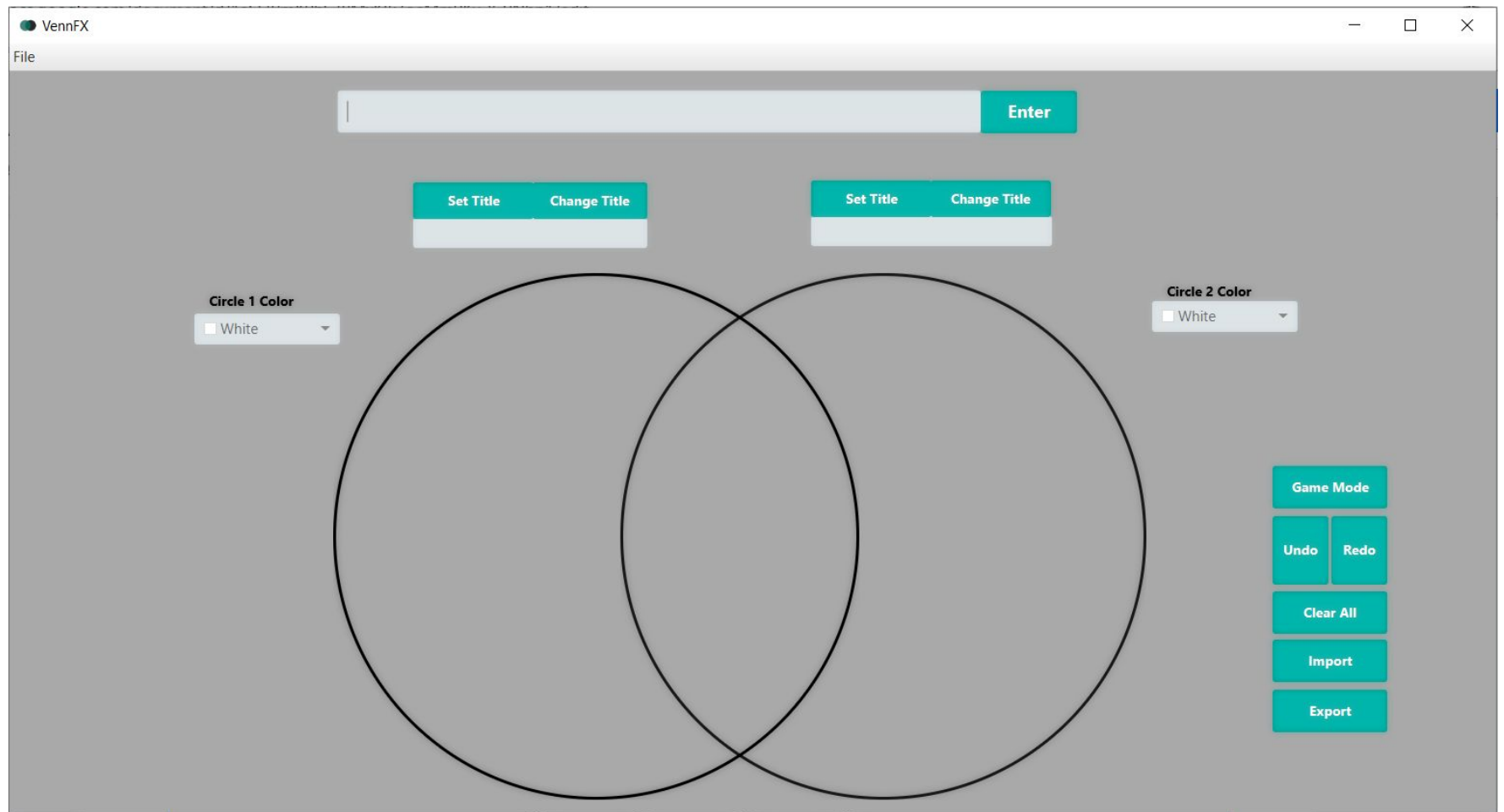
Delete User Function



Invaিদ Entry Function

3.2 VENN DIAGRAM

After the user completes the login or registration, the official Venn diagram window should pop up, it will look like this :

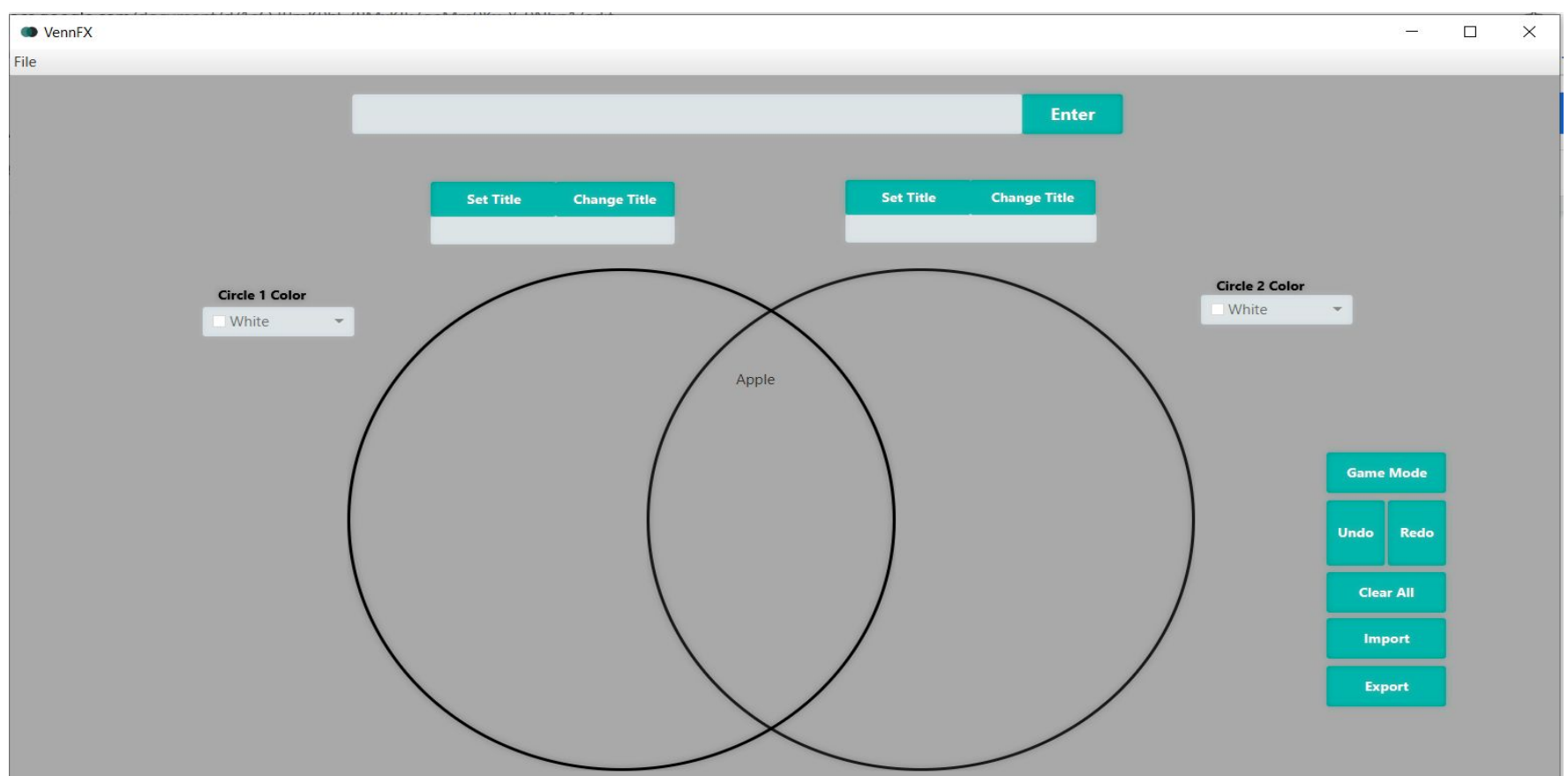
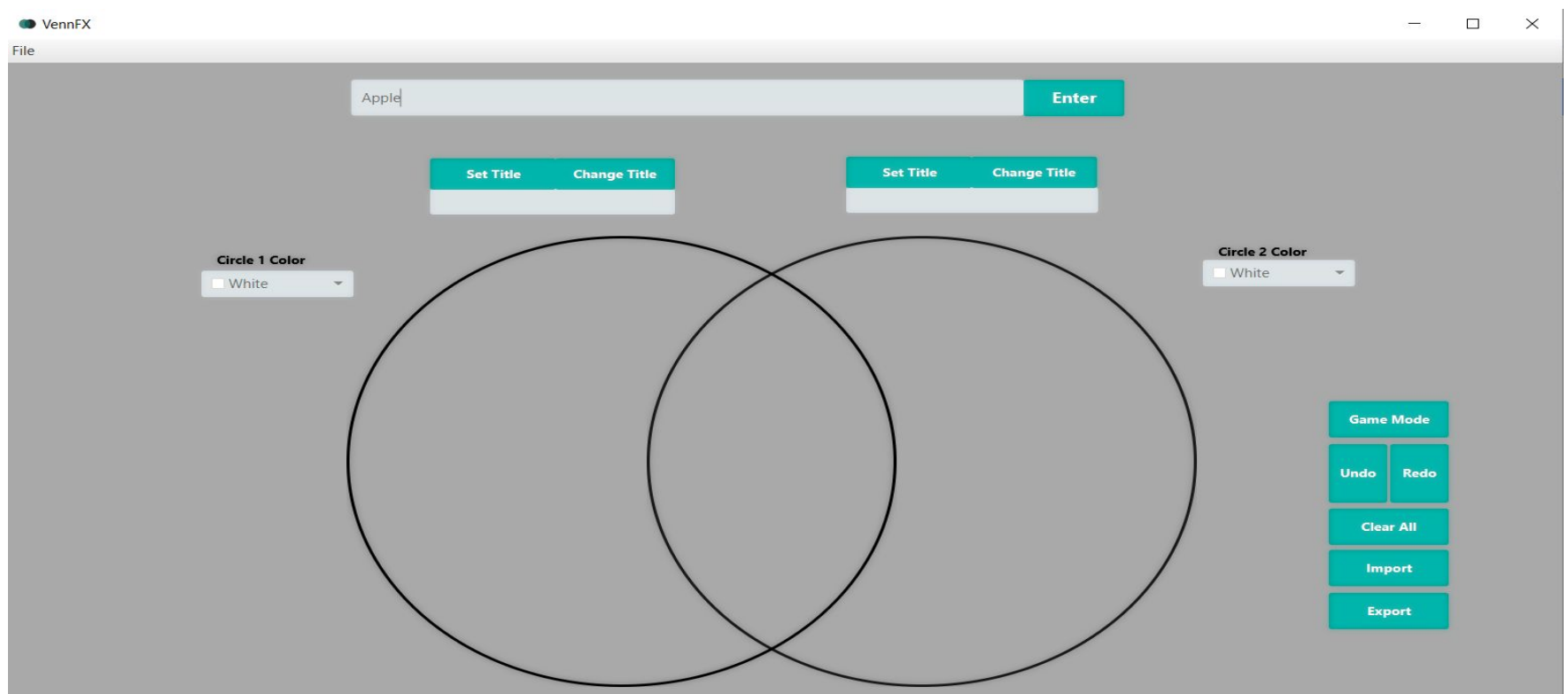


Venn Diagram Window

3.2.1 Entry Button

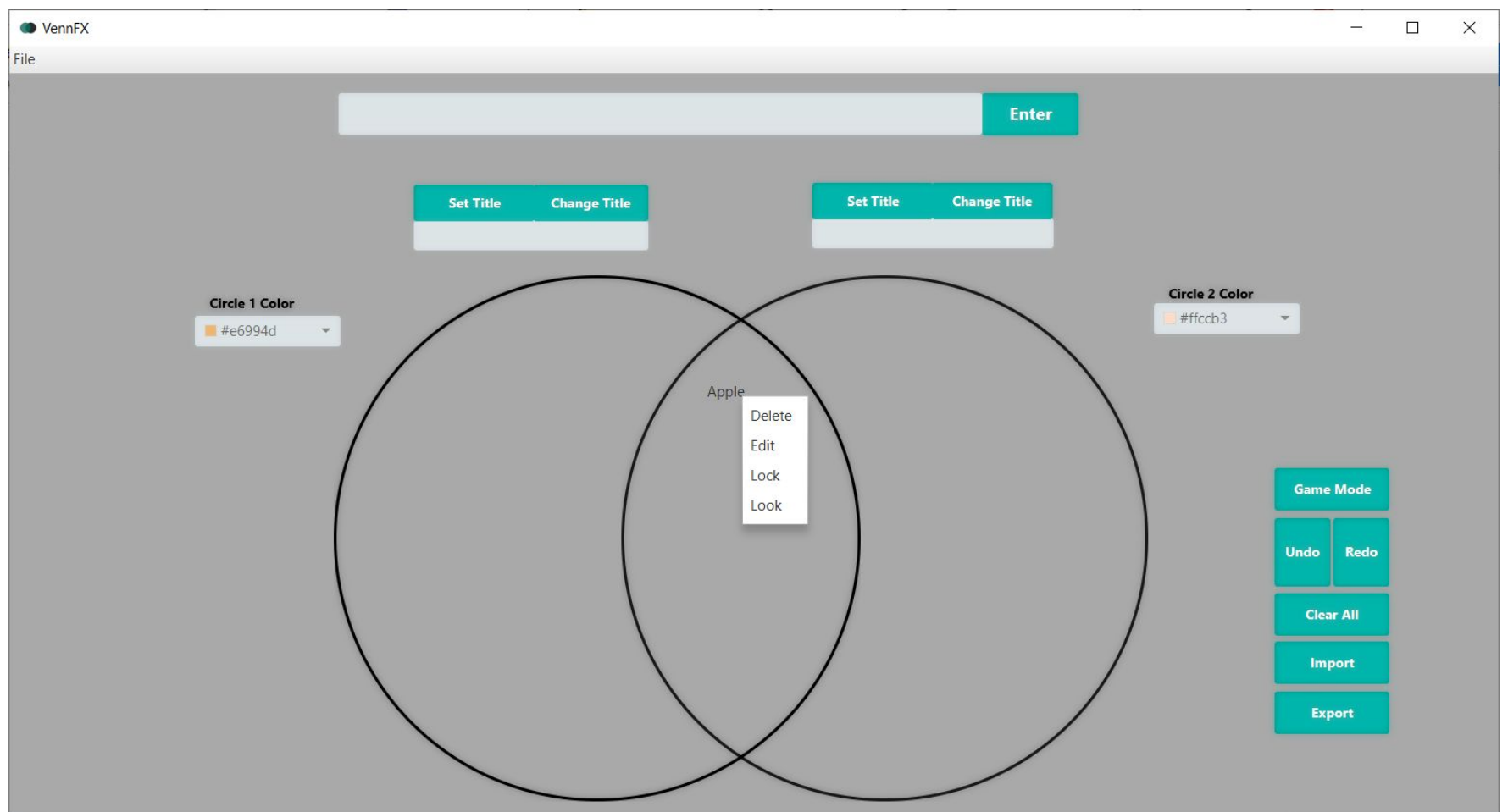
Then let's step through to understand the function of the Entry Button:

- **Top box with enter:** In this area, users can type in the content they want, which is completely customizable. Then, press "enter" after entering the content, a new entry will be generated.
- **Note**:** To create entries you can either press “Enter” with your Keyboard or Mouse
- **Note**:** Entries Will NOT overlap each other when creating new Entries



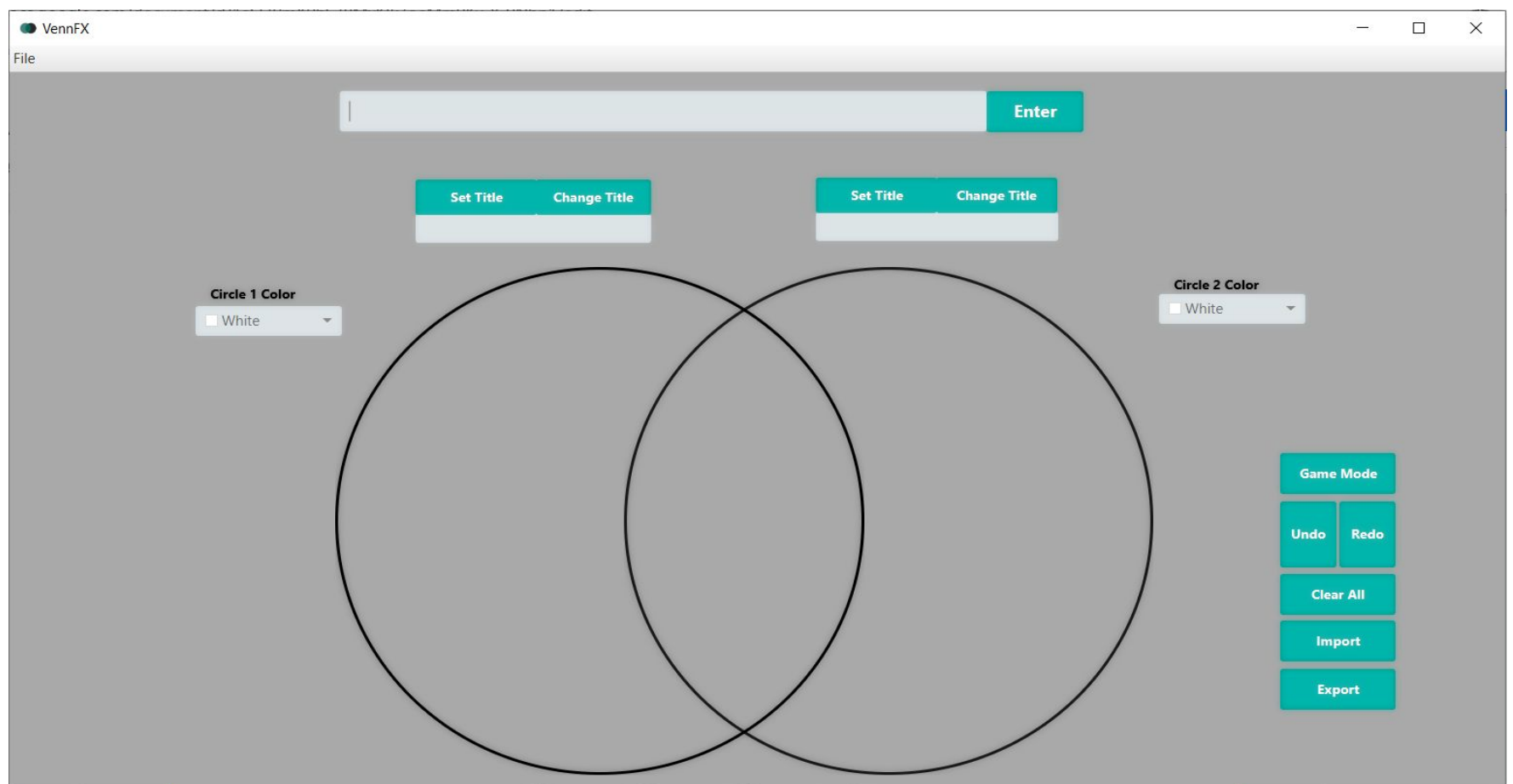
Valid Entry

- **TEXT FEATURES:** After creating a new Entry there are several features you can use to change your entry. To access it right click on any entry and you will see



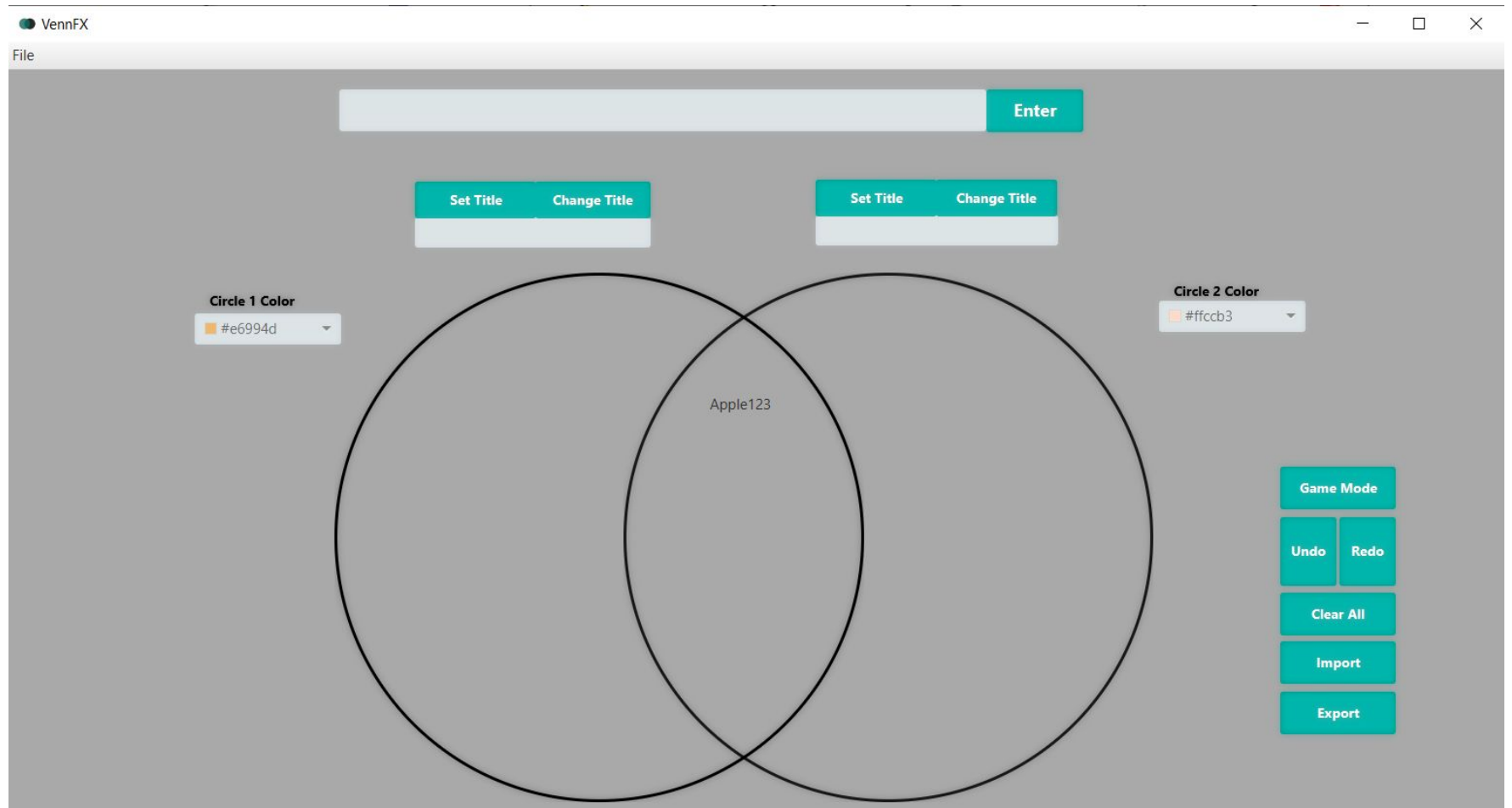
Right Click on Entry Pop-Up

- **Feature #1 (Delete):** This feature will allow the user to delete a certain entry



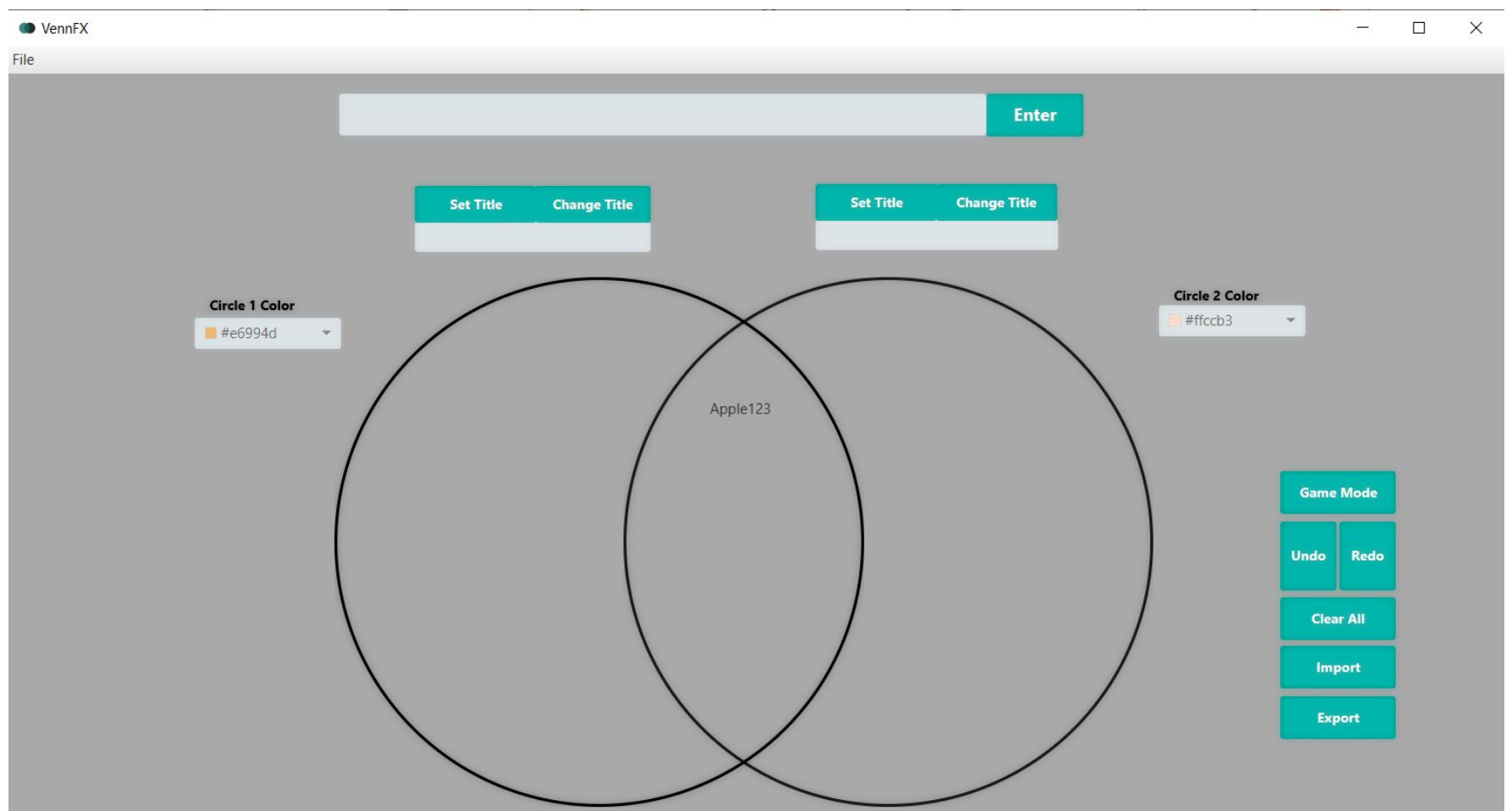
After Pressing Delete on “Apple” Entry

- **Feature #2 (Edit):** This feature will make a certain entry editable



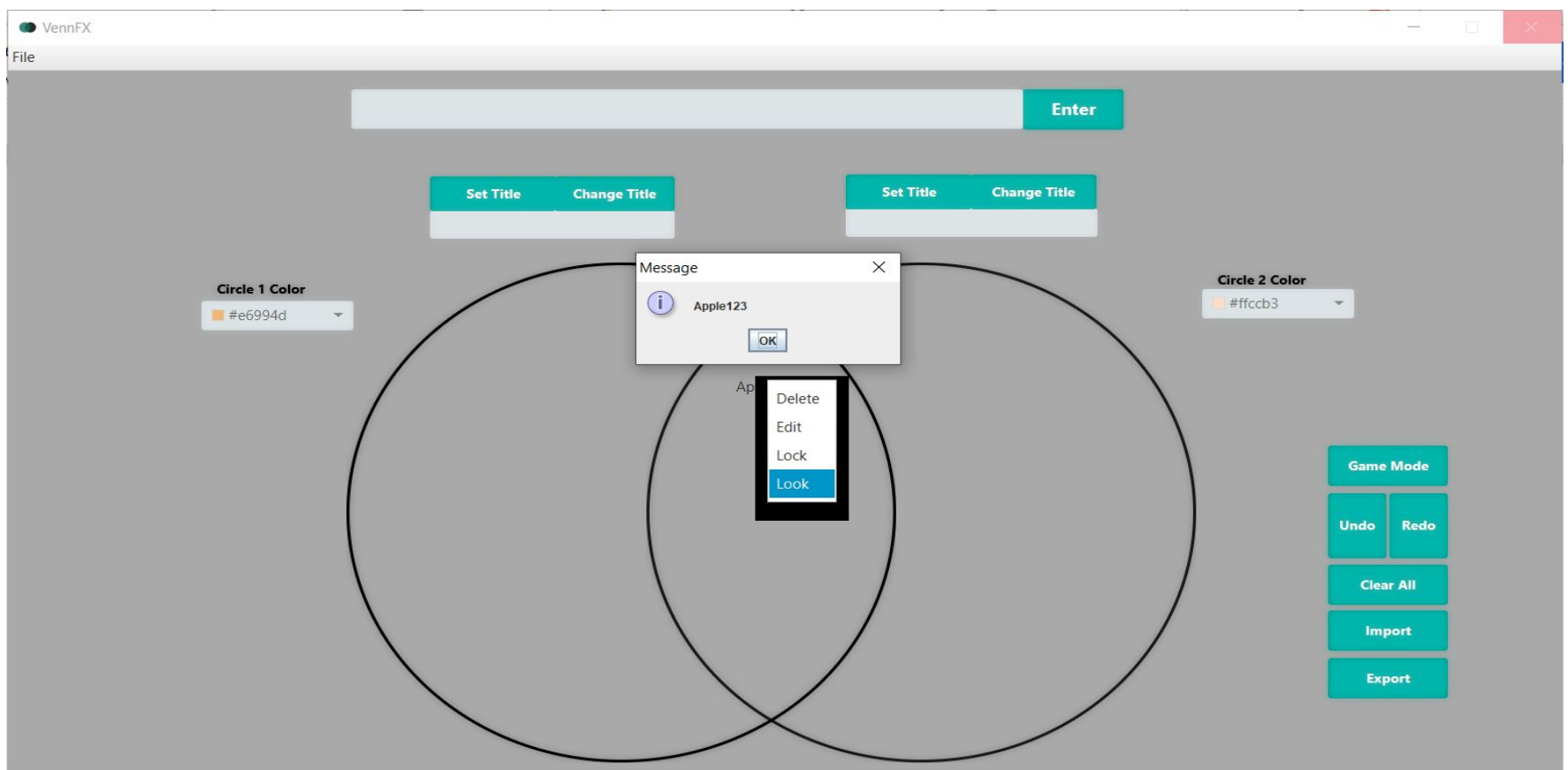
Changing the Entry “Apple” to “Apple123” after pressing “Edit”

- **Feature #3 (Lock):** This feature will make a certain entry uneditable



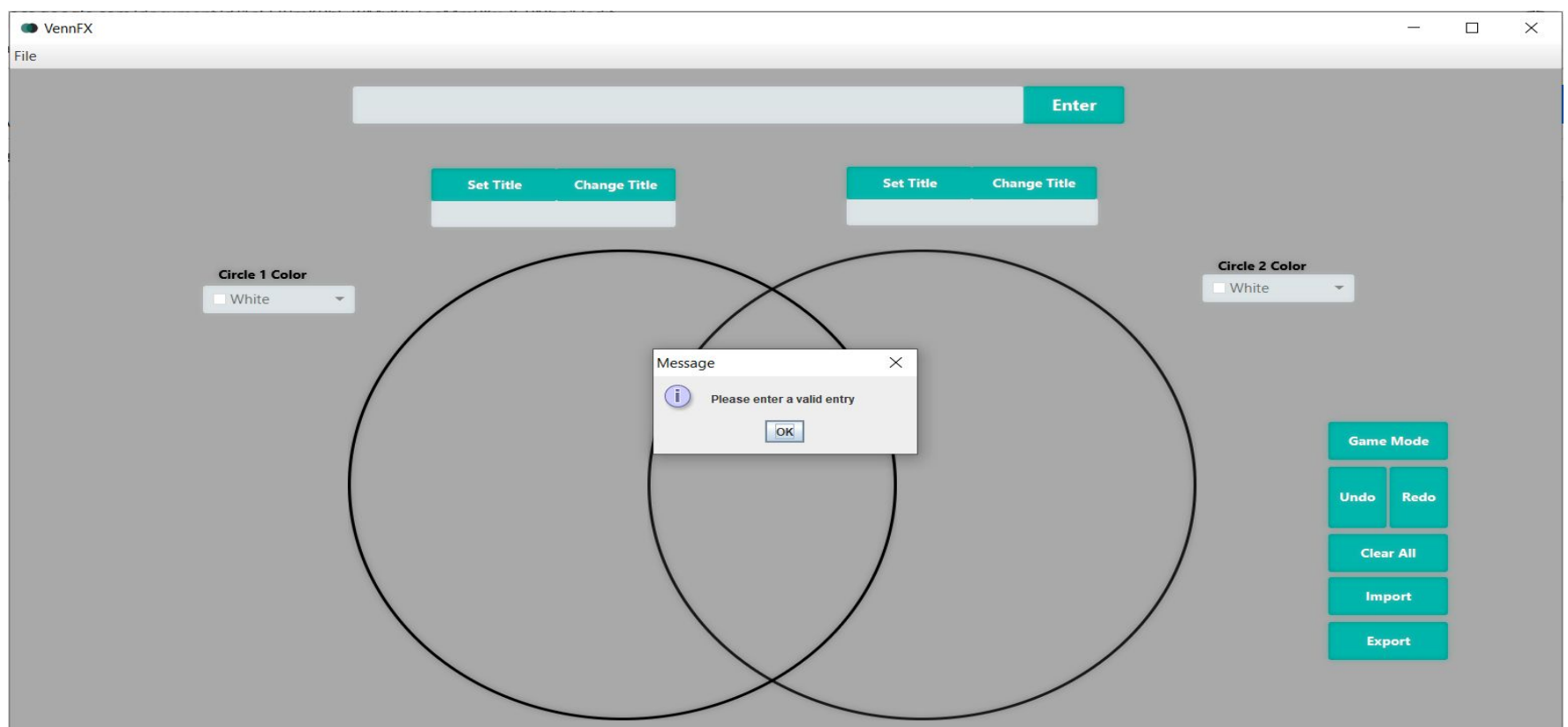
Locking the Entry “Apple123” after pressing “Lock”

- **Feature #4 (Look):** This feature will display a window showing the whole entry. This is usually used in cases where the entry is too long to be displayed



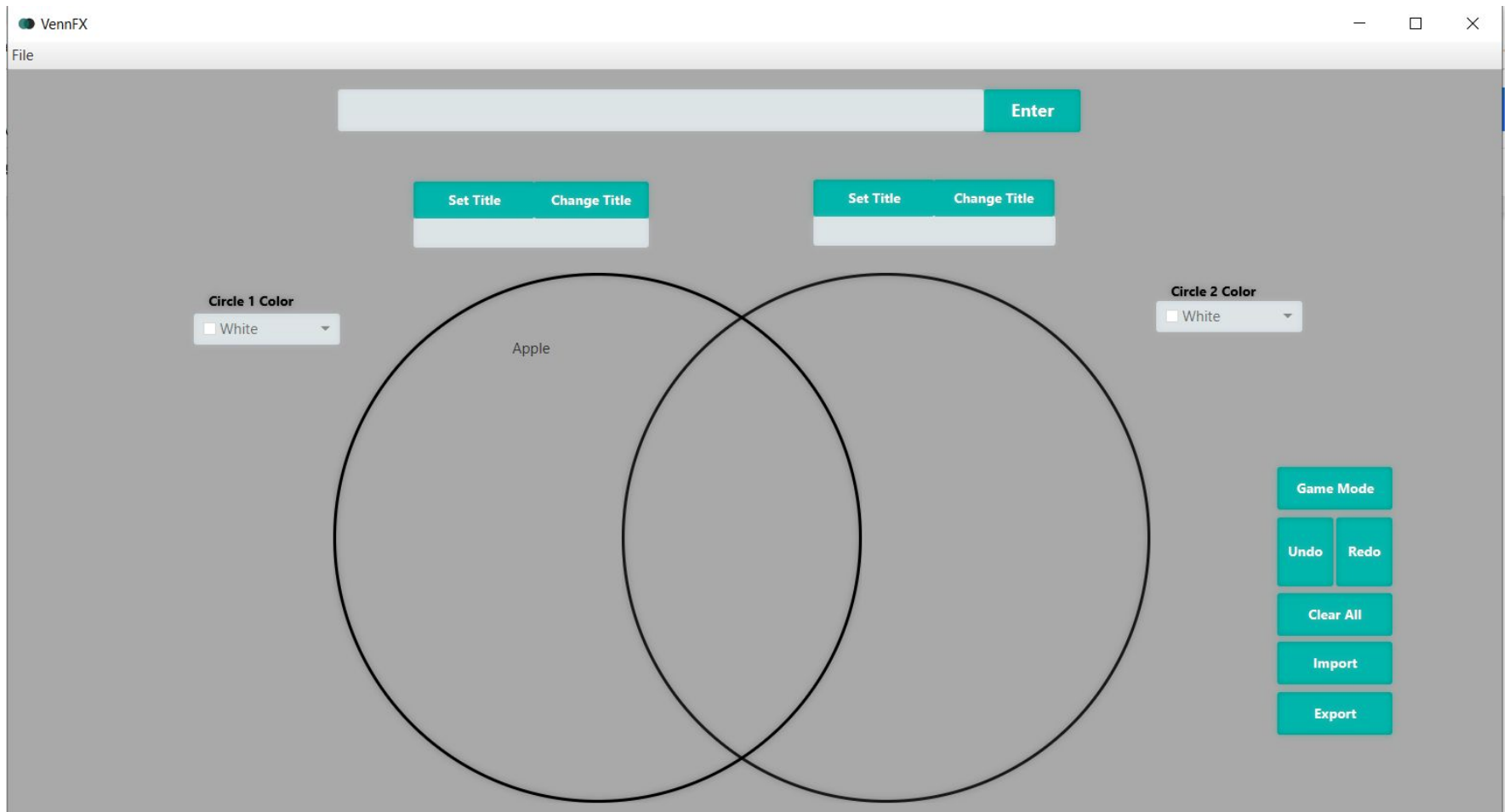
Displaying Entry “Apple123” after pressing “Look”

- **Invalid Entries:** On the entry area entries that are invalid will not be accepted into the system and the entry will be cleared. Our criteria for an invalid entry consists of
 - **1) Empty Text**

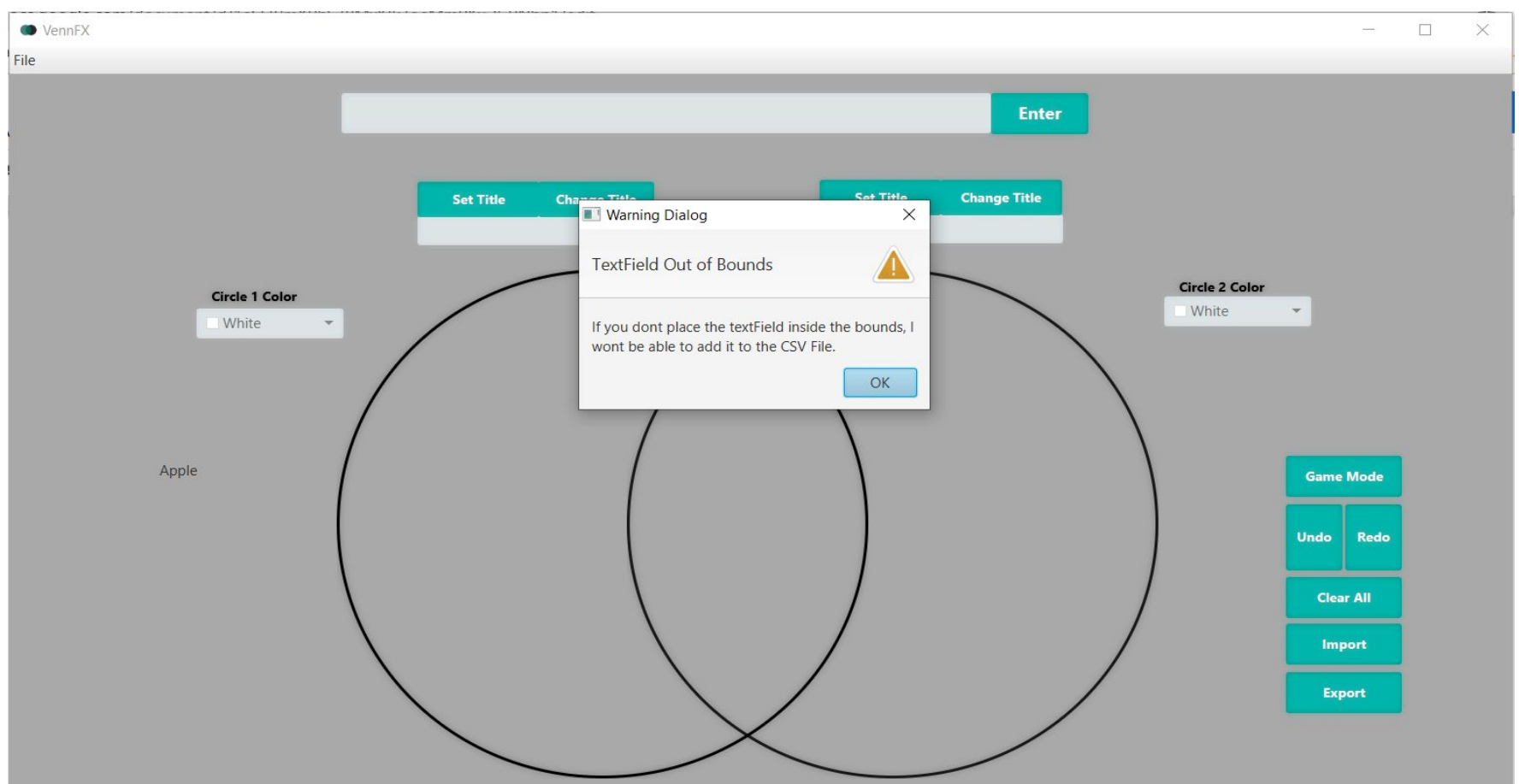


Invalid Entry Function

- **Drag And Drop Functionality:** Our software includes drag and drop functions, so these entries can be dragged as clients willing. The user moves the mouse over the entry and presses the left button, and the entry will follow the mouse movement. Our Program will then recognize what side the entry is on based on where you drag it and will give you a warning if it does not recognize where in the screen you placed it. (Ex: Outside the circle)



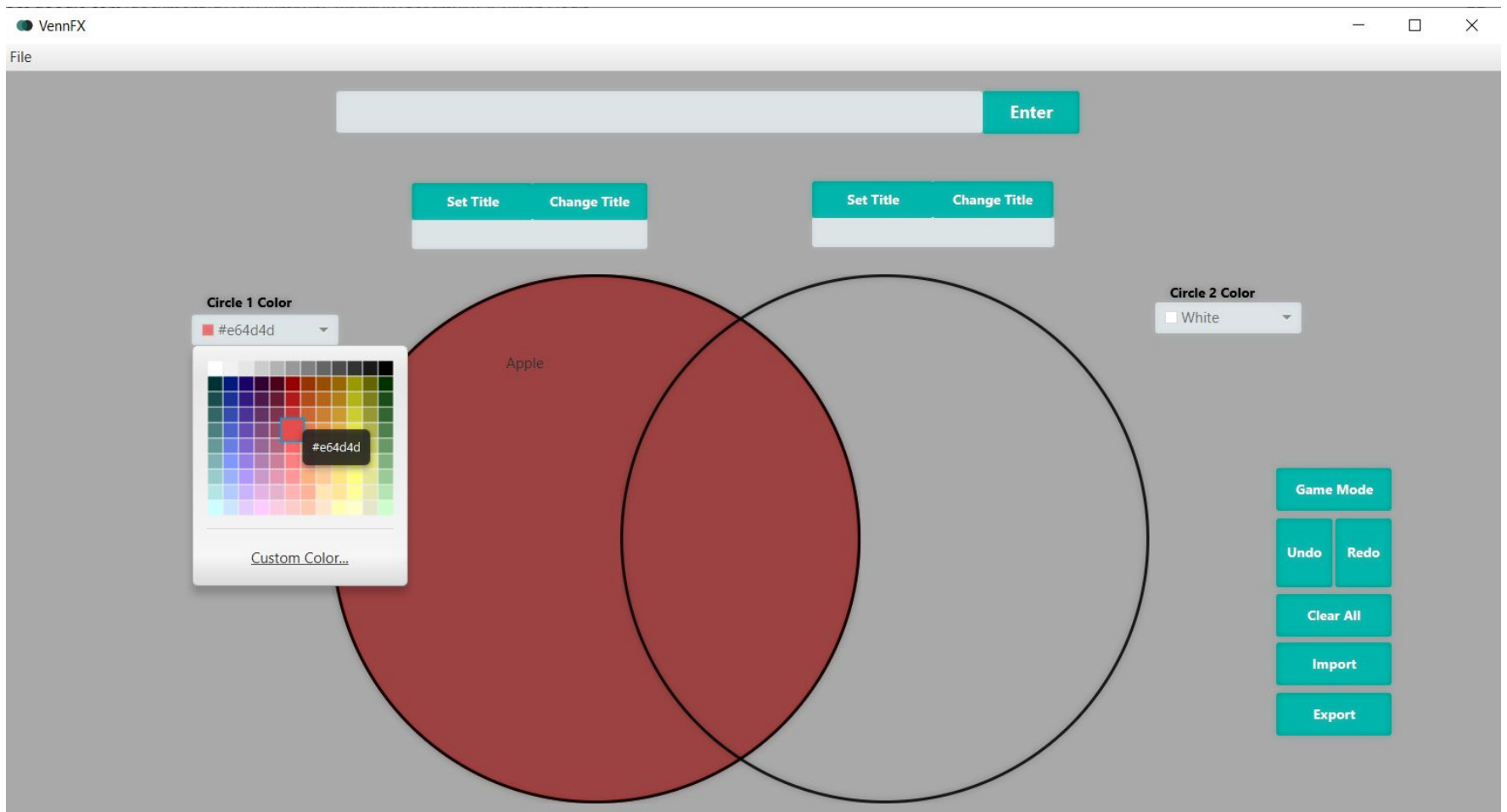
Dragging Entry to Side



Warning When Dragging Outside

3.2.2 Color Button

- **Set Color:** This function allows the user to choose from any color to mix and match any combination of colors within the two circles as they like. They can also remove the colors by making it transparent again.



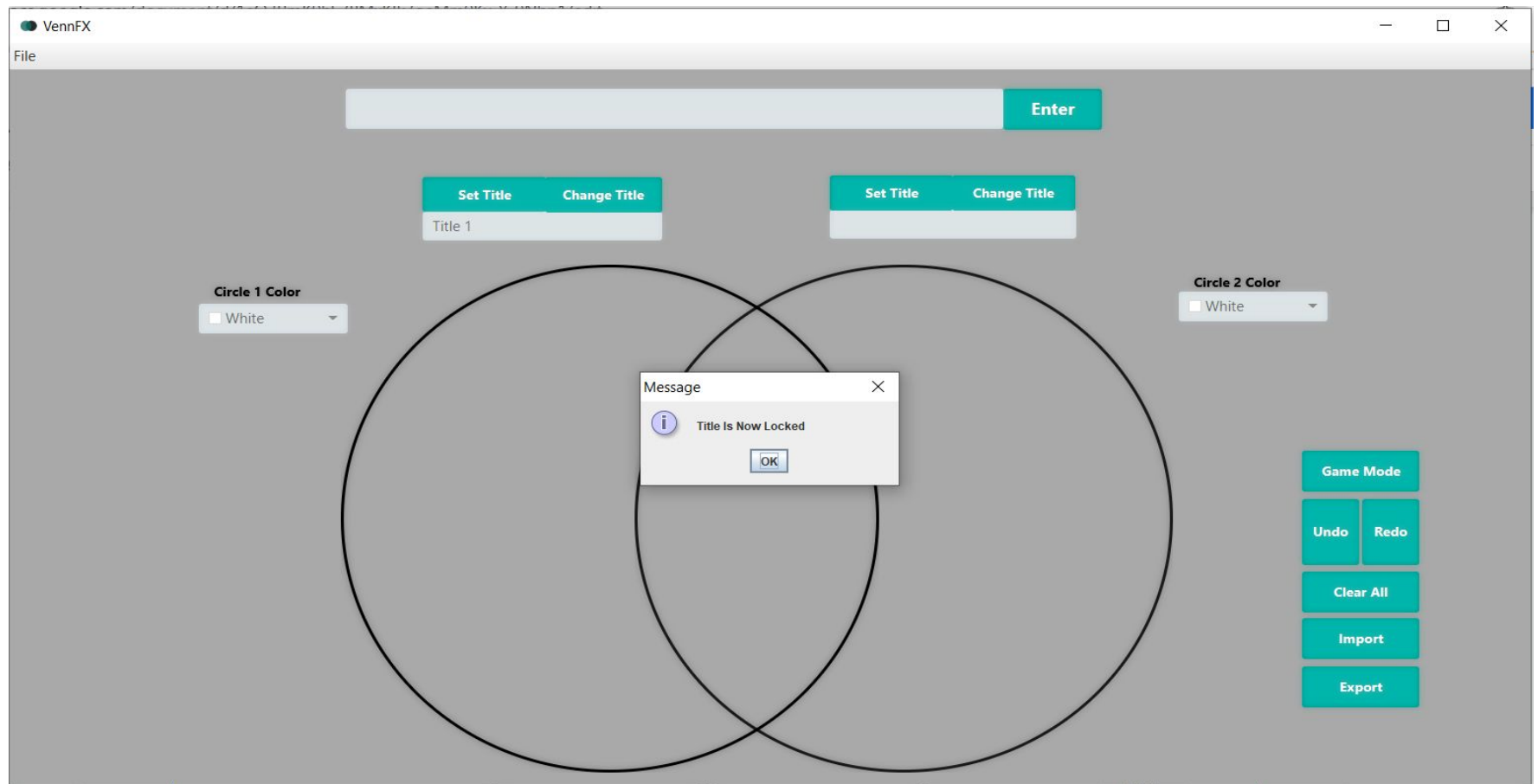
Set Color On Left Circle



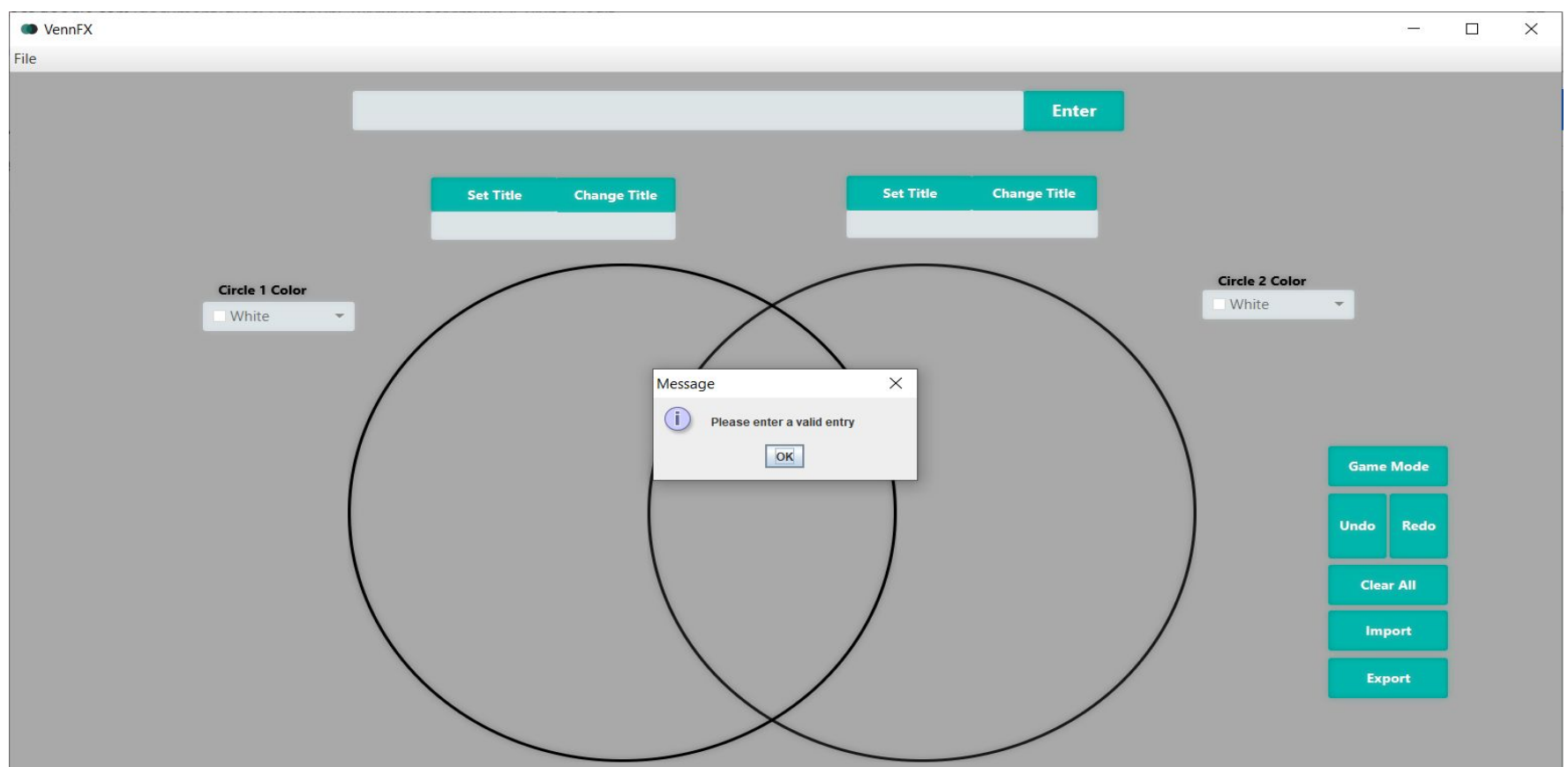
Set Color On Right Circle

3.2.3 Set Title Button

- **Set title:** This section allows users to customize the title name of the venn diagram category. The user can enter the content in the box first, and then click "set title" with the mouse, and then the custom title is set. There are no word restrictions to the title. The title cannot be changed once set. The system will tell you that your title is now locked. If the user has no title yet and presses this button, it will tell the user that there already is no title to change.



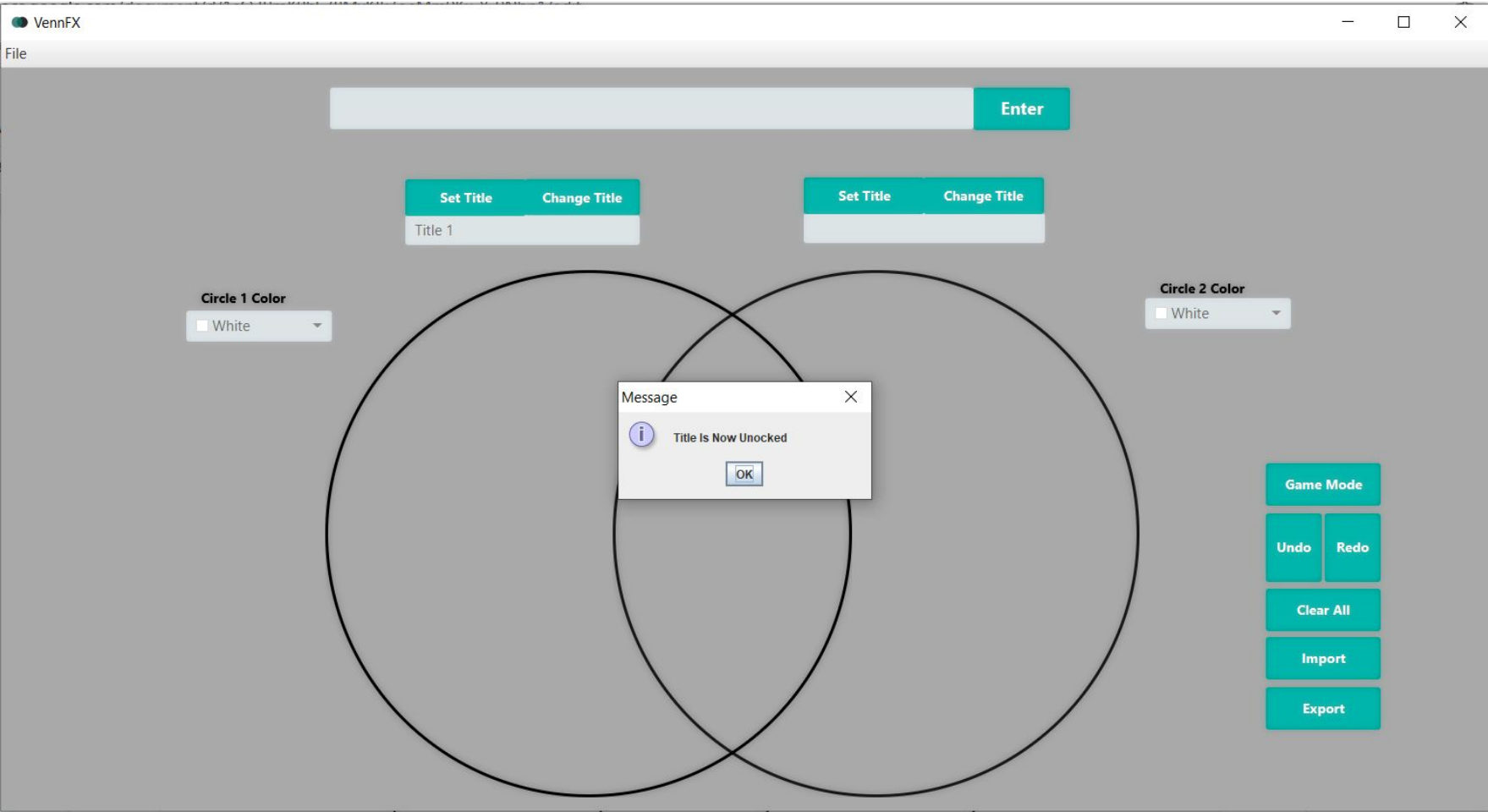
Set Title Function



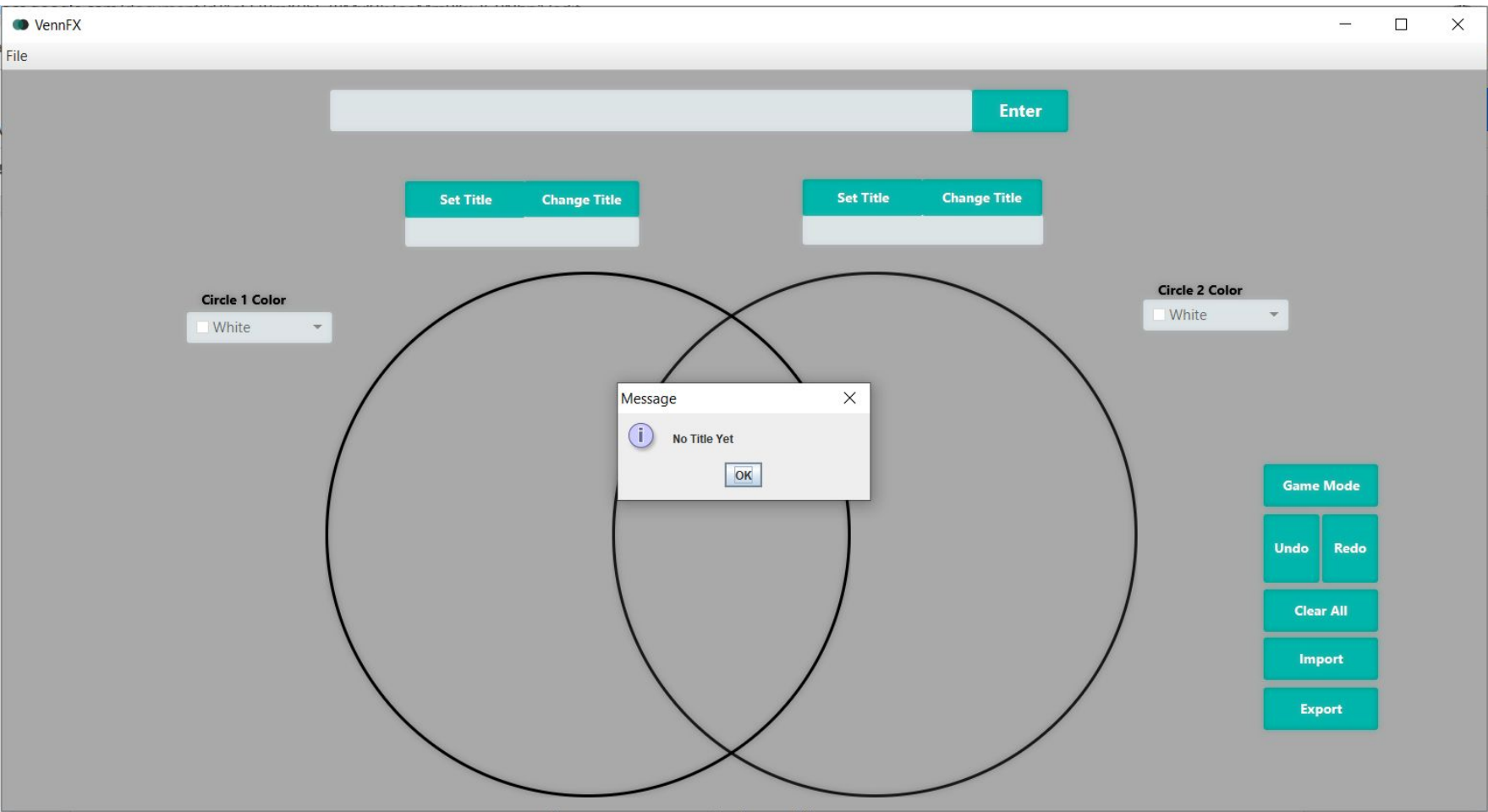
Title are no existing titles

3.2.4 Change Title Button

- **Change Title:** This Button allows users to unlock their title and adjust it to a new one that they prefer. The System will tell the user that the title is now unlocked and can be changed. If the user has no title yet and presses this button, it will tell the user that there already is no title to change.



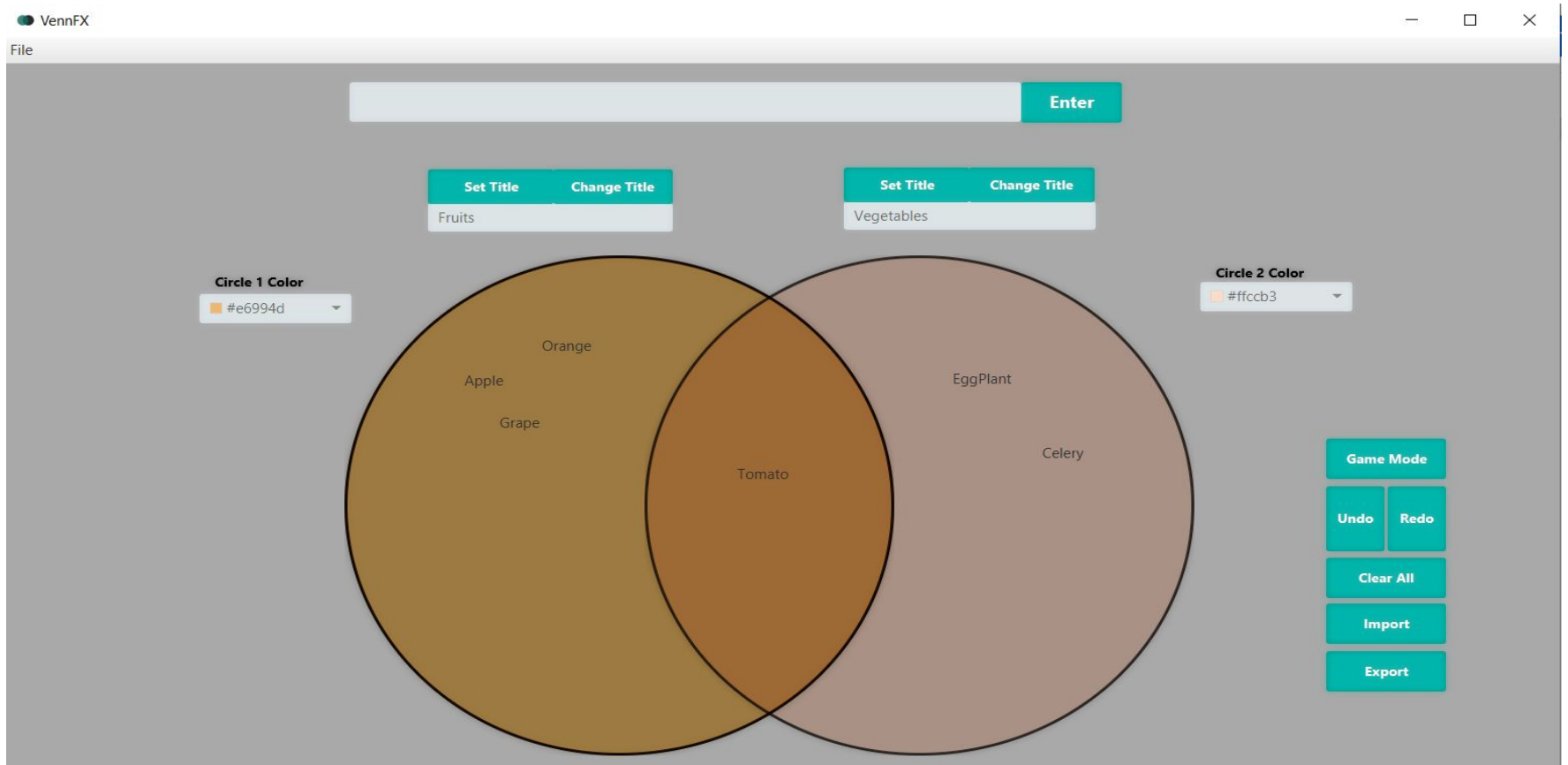
Title is now unlocked



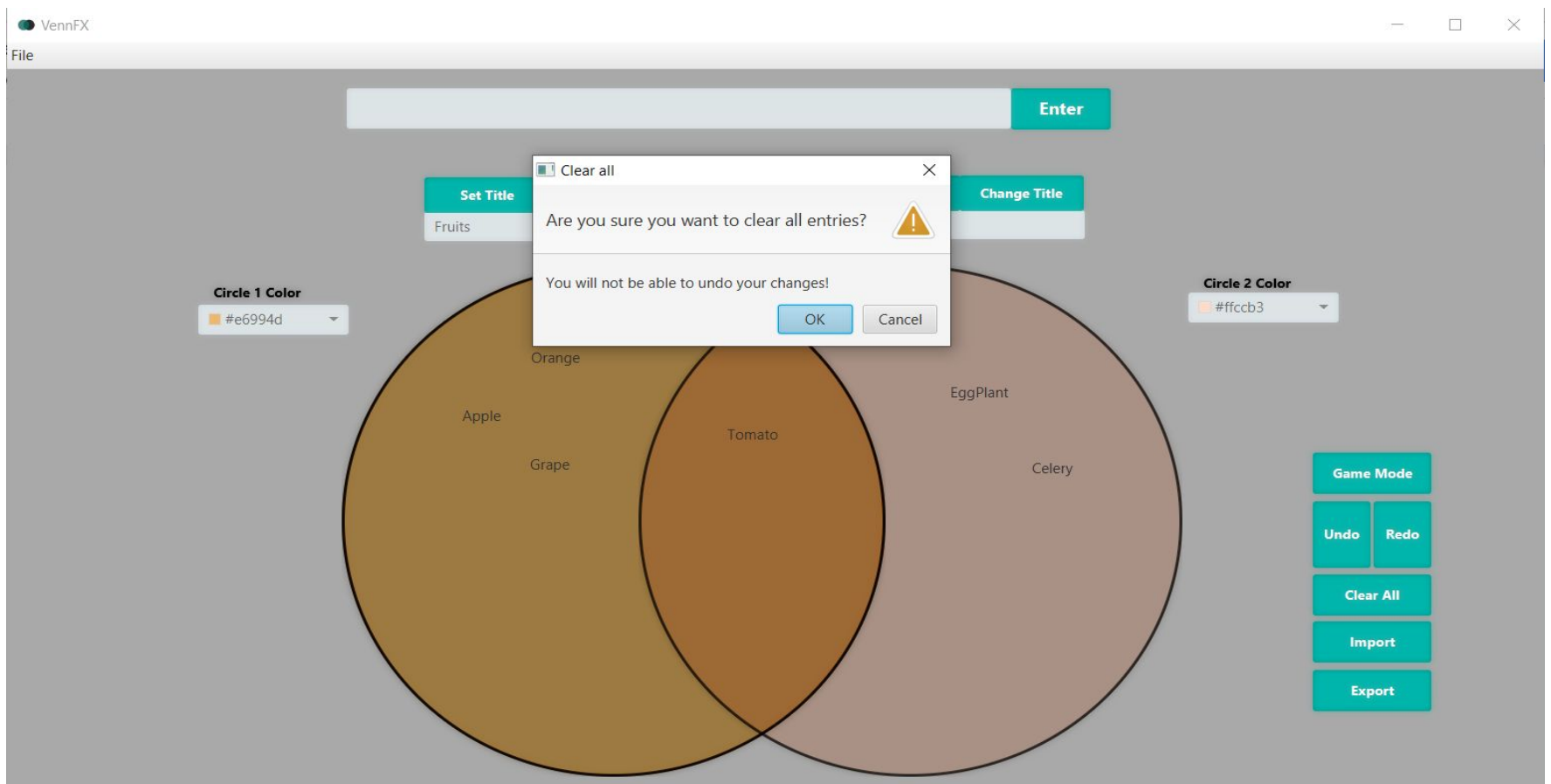
There are no existing titles

3.2.5 Clear All Button

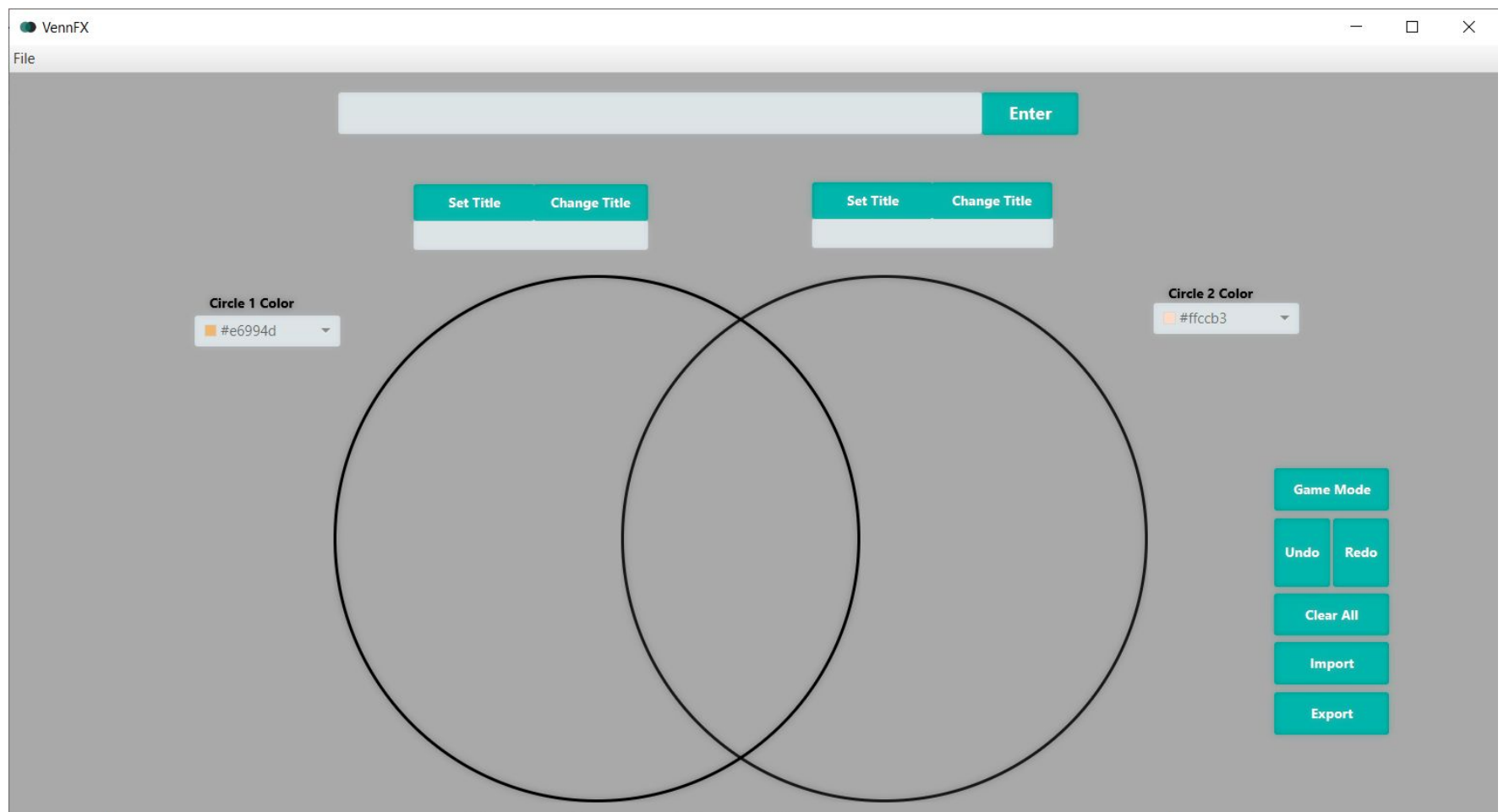
- **Clear All:** Using this function will remove all entries existing in your session, remove all colors from the circles, and remove all existing titles out. Basically everything that was adjusted by you will be reset and you can then start from scratch. If there is nothing to reset it will tell the user that there is nothing at this point.



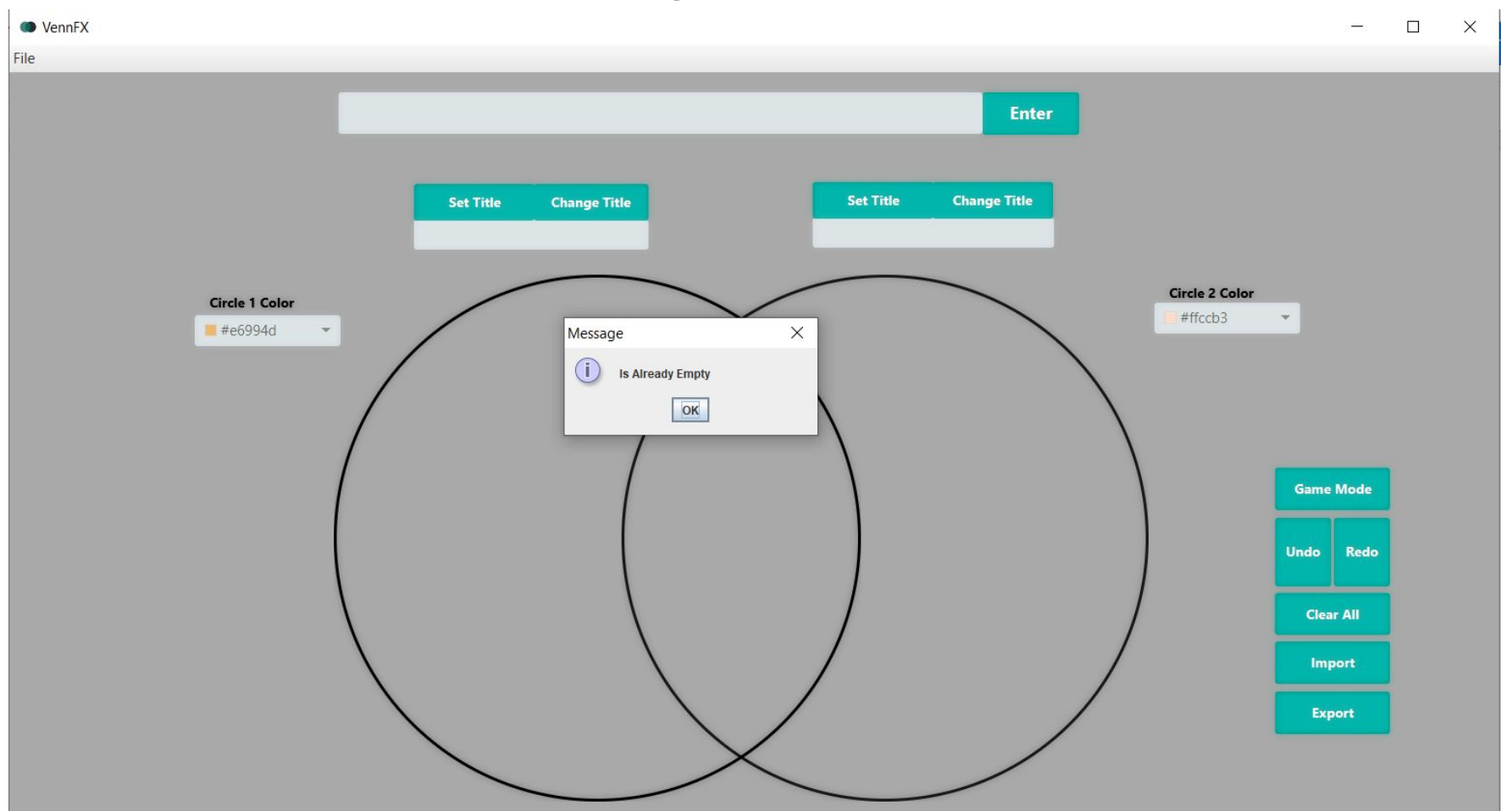
A Session filled with different entries



Warning before clearing all Entries



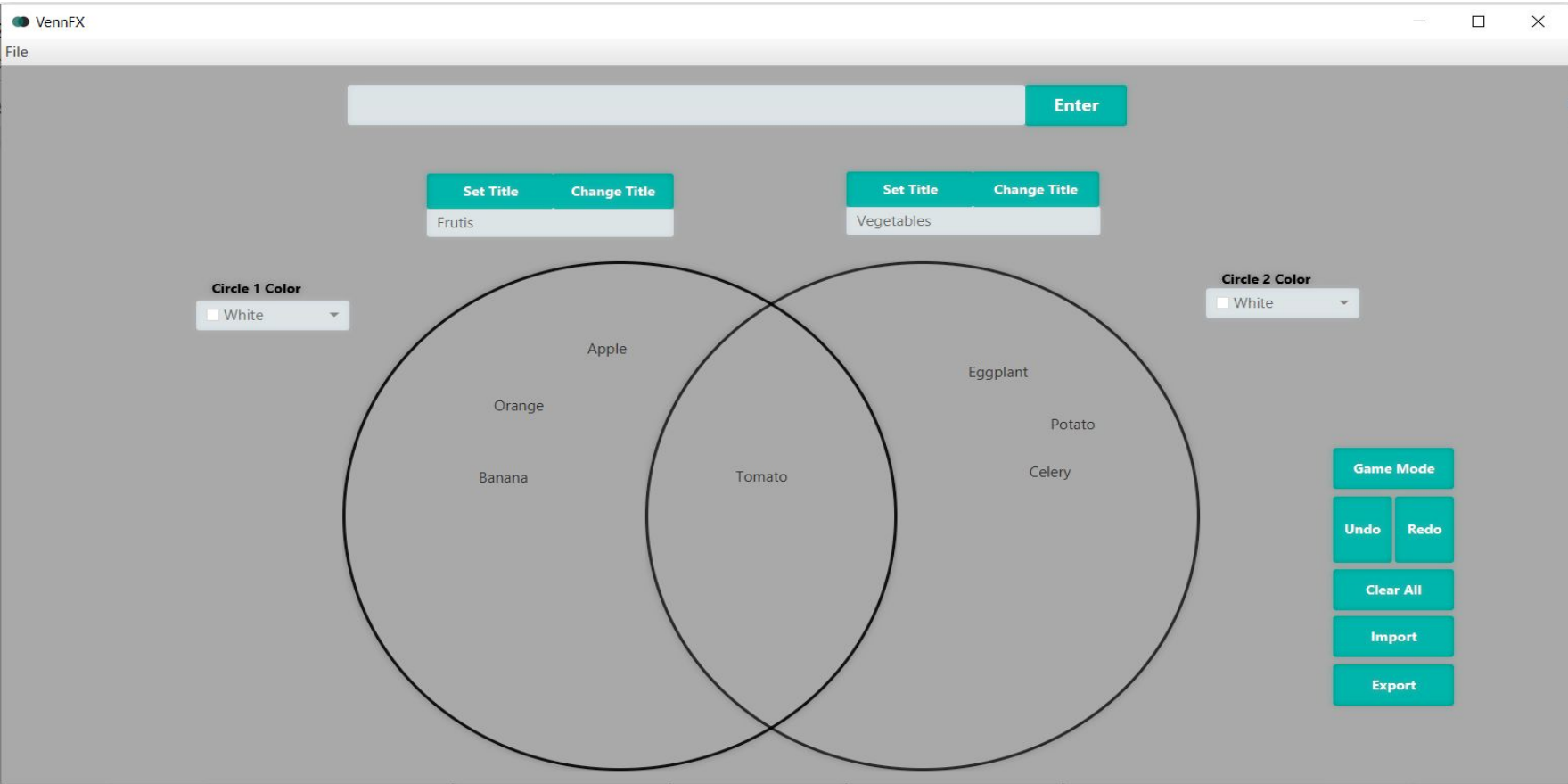
After Using the clear all button



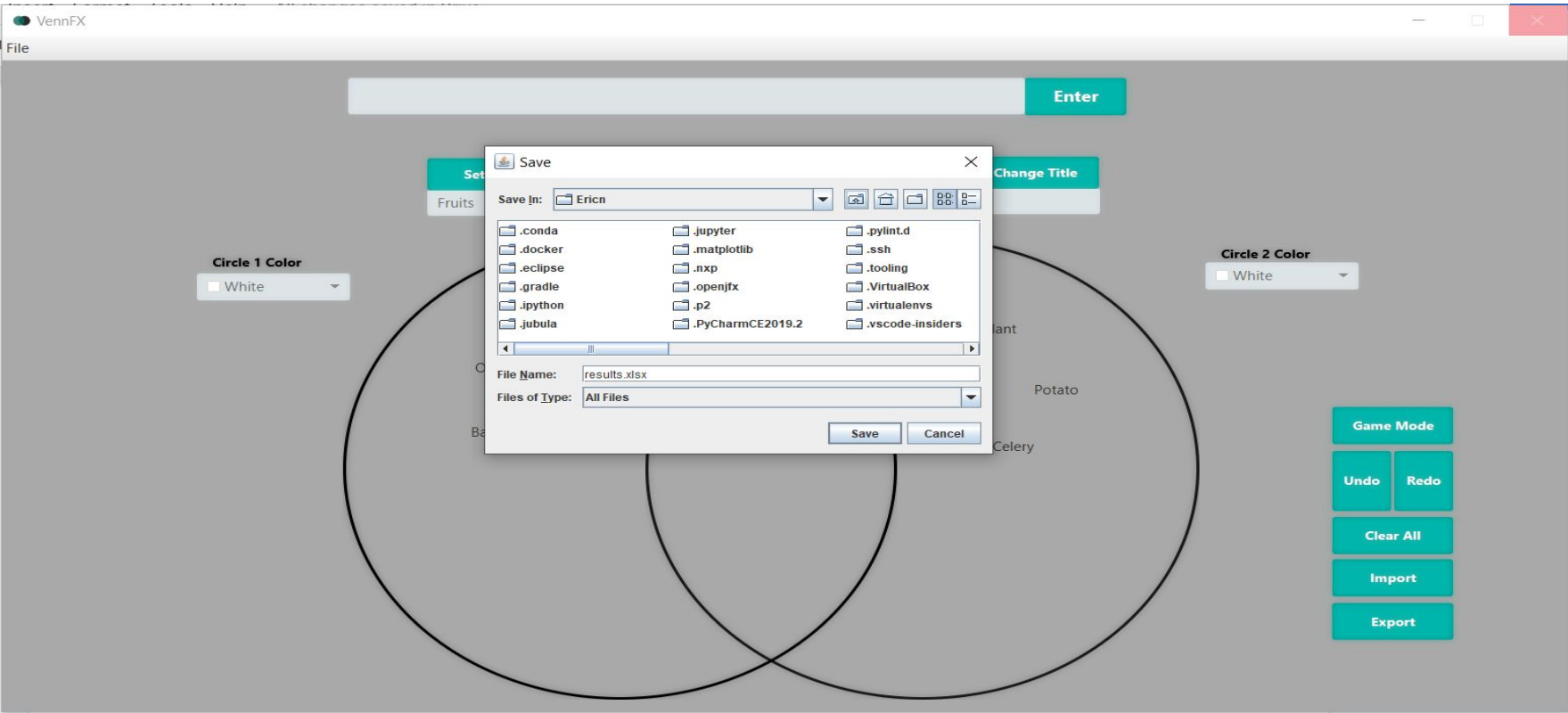
There are no entries in the system to clear

3.2.6 Export Button

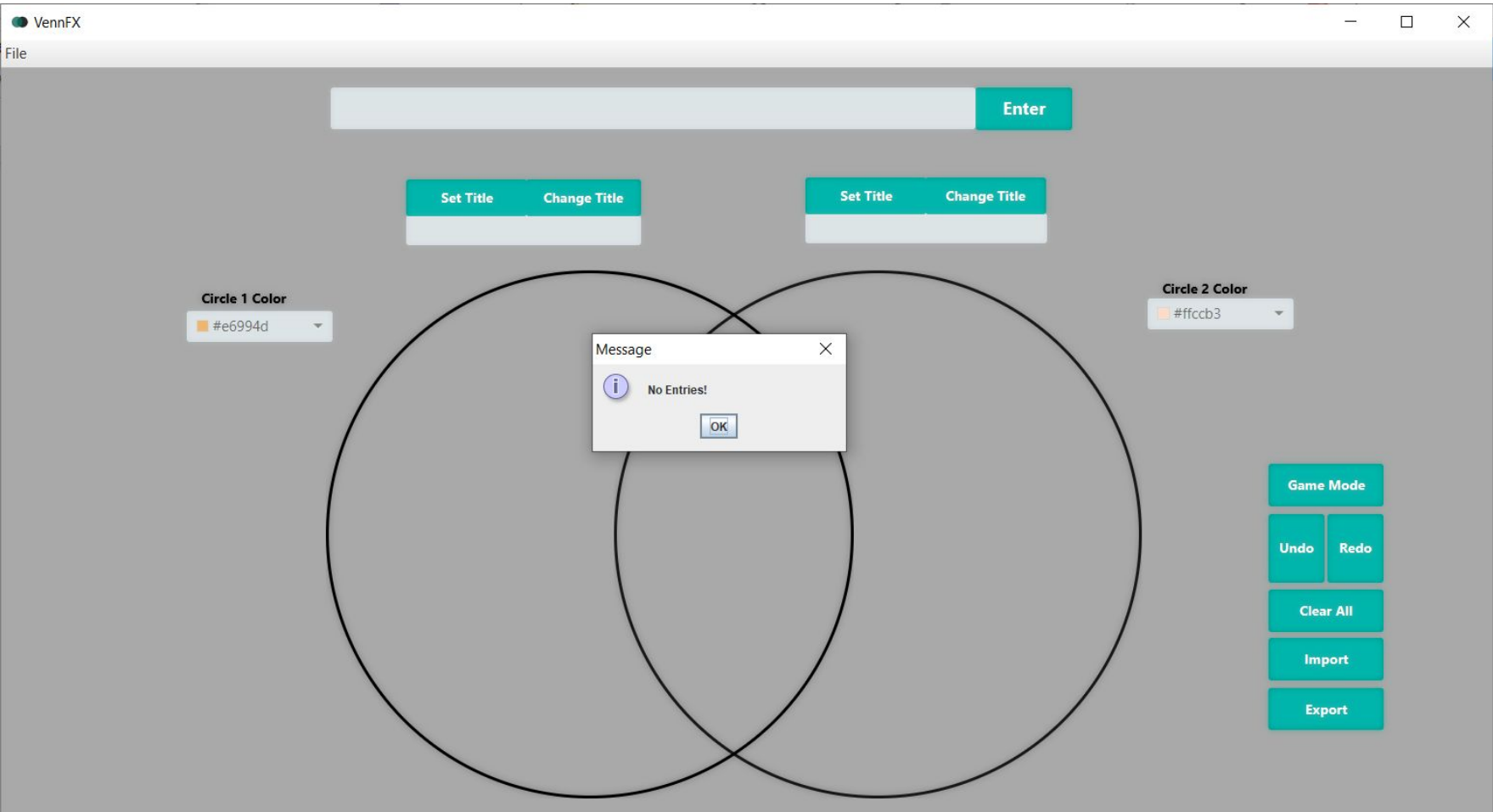
- **Export:** This function will save your entries to a xlsx file in your program folder called “Results.xlsx” and it will display these results based on where the entries are on the venn diagram. The entries will be recognized based on what side of the venn diagram they currently are on and the titles will be saved based on if they were set or not (If not a default title will be on the Xlsx file. Once the user presses the button it will tell the user that all the entries were saved and if the user has no entries it will tell the user that there are no entries to be saved. The user can then come back to their results on the excel sheet whenever they need it.



Current User Session With entries



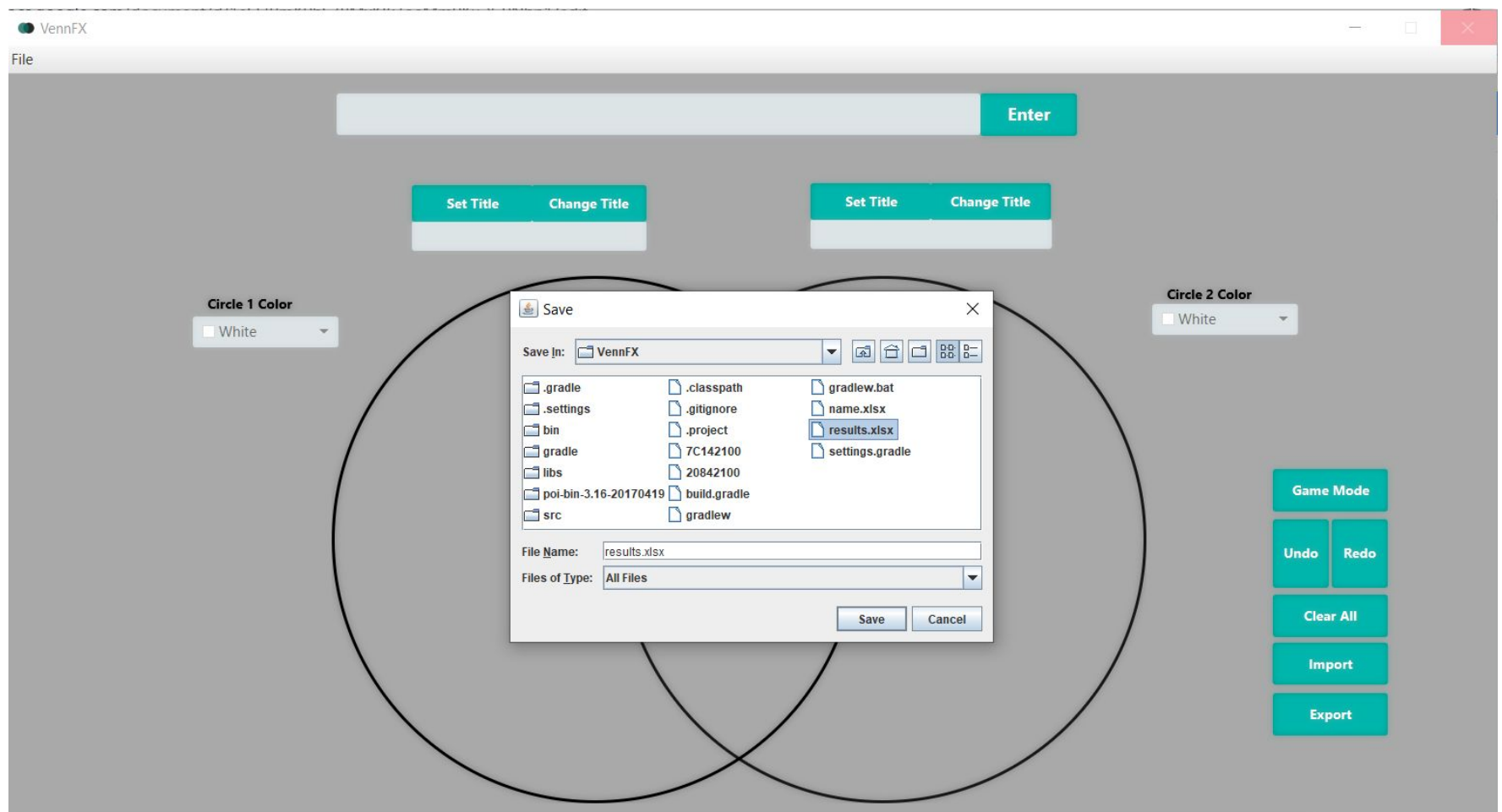
Select File to Store Entries



User has no entries to save

3.2.7 IMPORT BUTTON

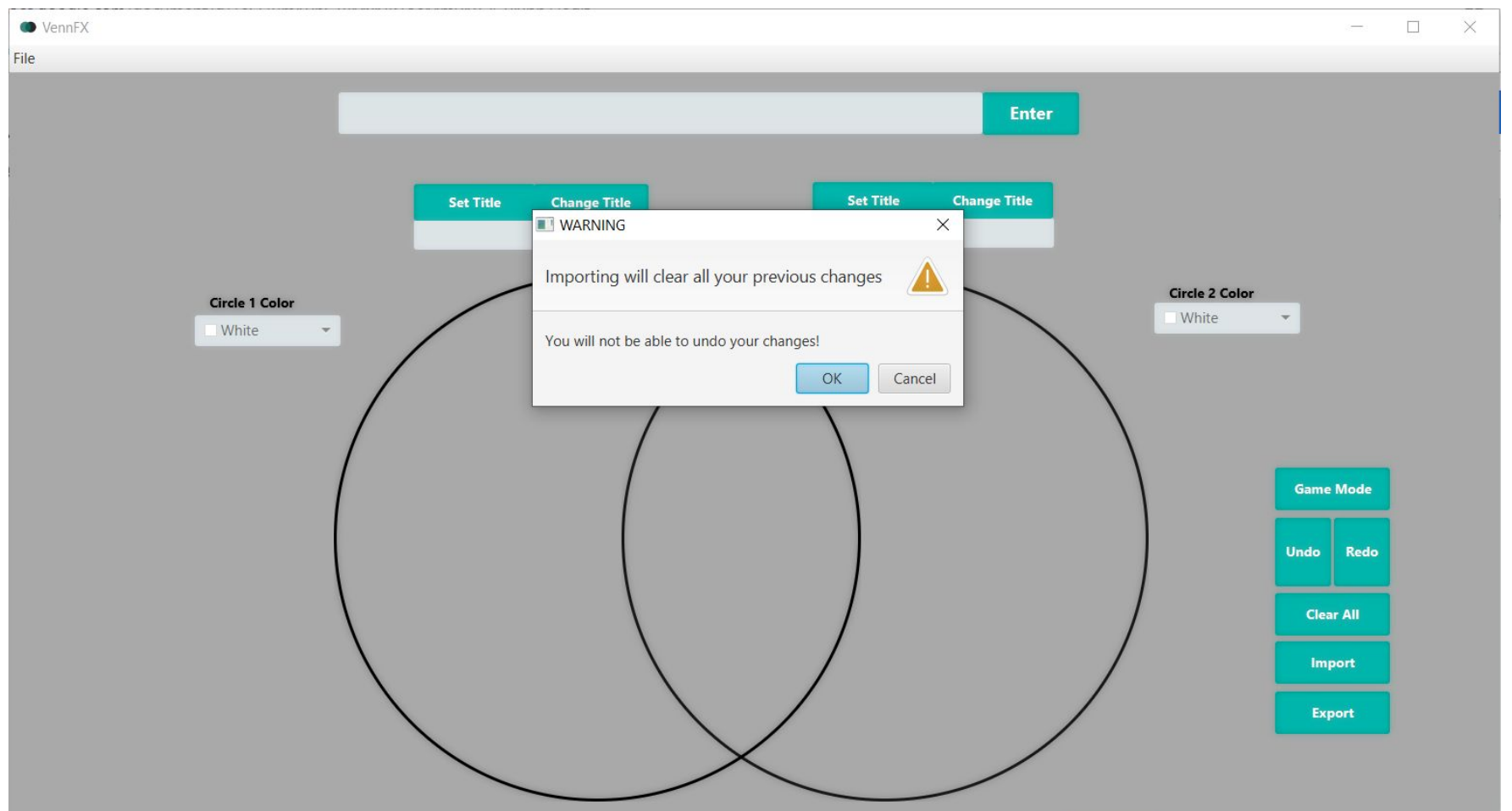
- **IMPORT:** This function will take a .xlsx file that has the same formatting as an exported file and will then prompt the user to select a file in their computer to do so. Once the user has selected a valid file then the user will be warned that all the current changes they have on their session will be replaced with the file they chose. If the user decides to proceed then the file and its contents will then be displayed on the application for the user to use.
- **Note**:** The File **MUST** be inside of your VennFX folder in order to for this to work
- **Note**:** If you are running this application from a jar file it must **ALSO** be in the VennFX folder with the .xlsx file for the import function to work



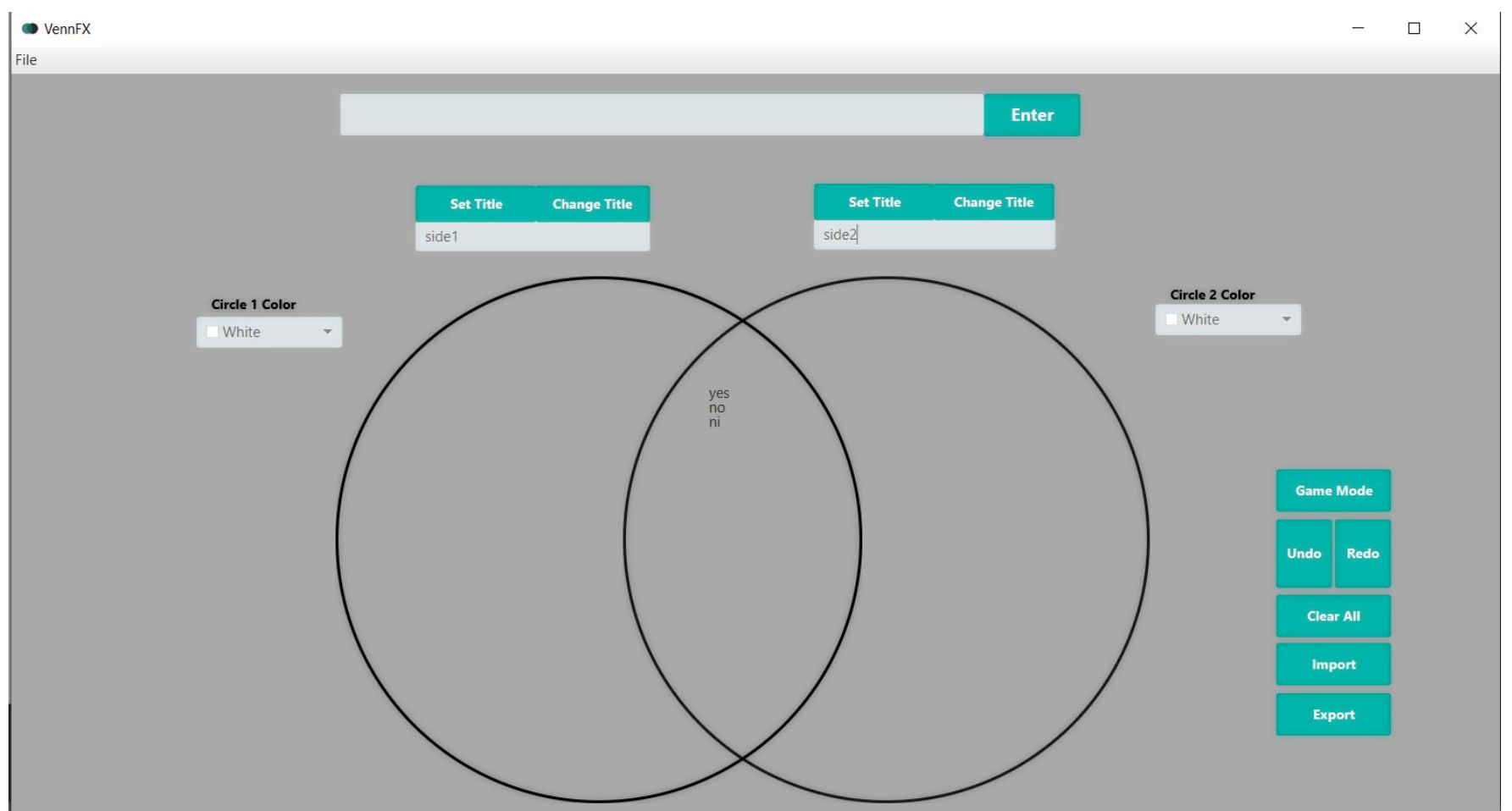
Press the Import Button and Select a .xlsx file in the VennFX folder

	A	B	C	D
1	side1	side2	Middle	
2	yes		no	
3			ni	
4				
5				

This is what the .xlsx file looks like (Same format as a exported file)
(If you want to demo the import, this .xlsx file is in the VennFX folder for you)



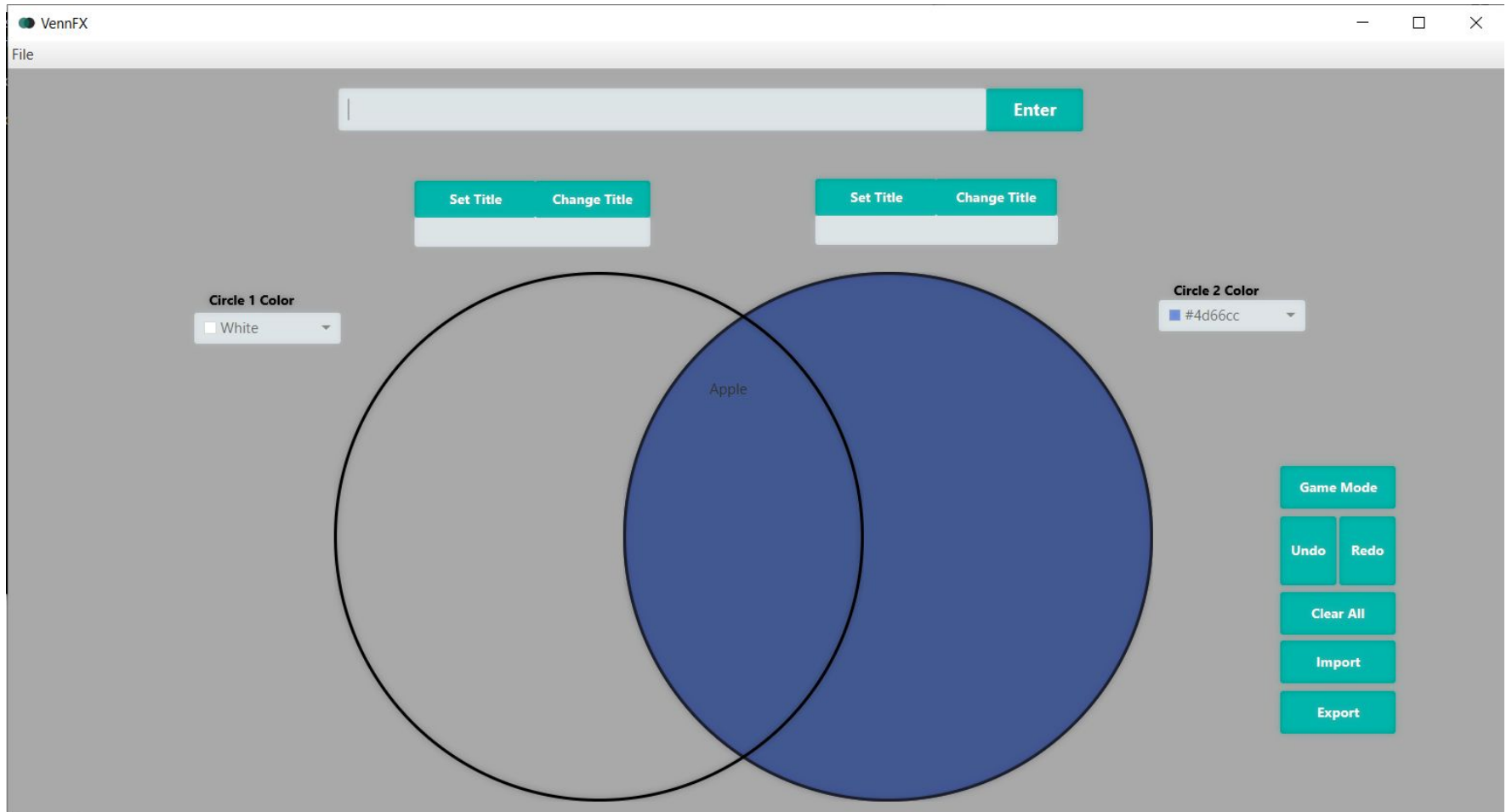
Warning to Remove all current entries before importing



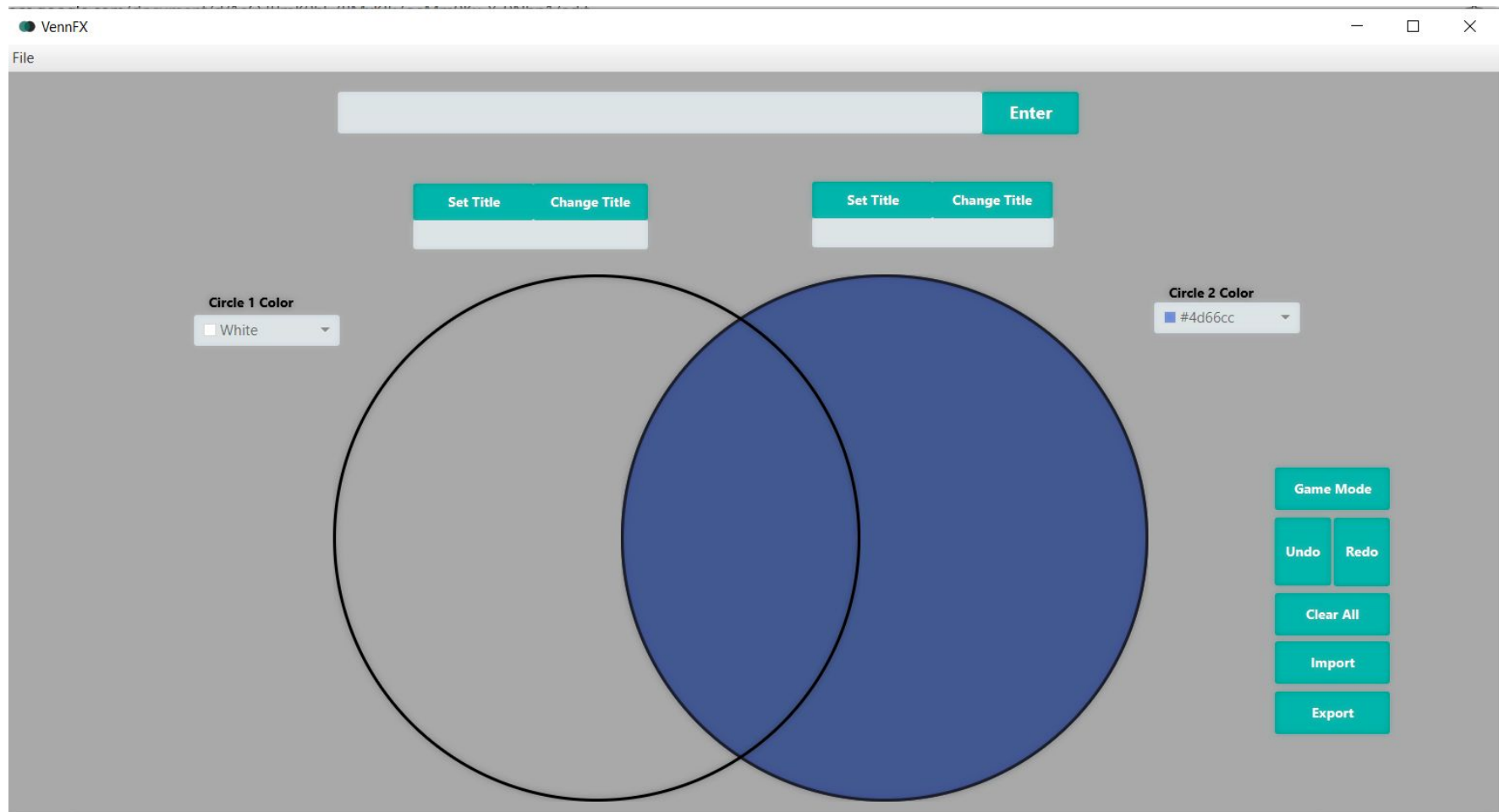
File is now imported with the entries from the .xlsx file

3.2.8 UNDO BUTTON

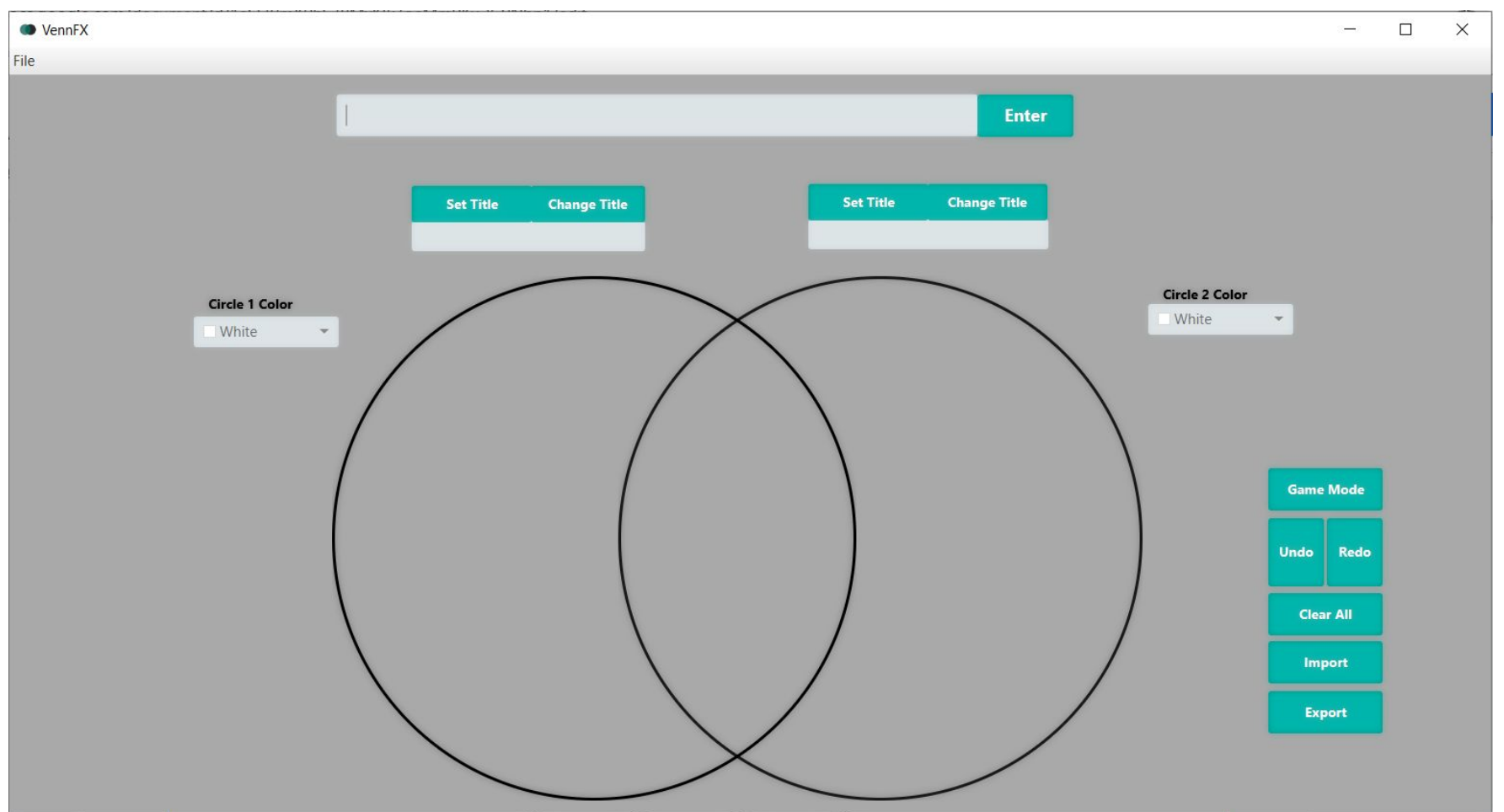
- **UNDO:** This Function will take any action that you have done previously and then undo the changes so that you can get back the previous state of your application
- **Note**:** Using the Export Button, Import Button or Clear All Button will not allow for you to undo those changes (Reason we Give the User a Warning)
- **Note**:** When Dealing with Undoing the actions on an entry you Might have to press the Undo Button **TWICE** to Undo an Action.



Application with Entry “Apple” added first then color of Circle 2 changed



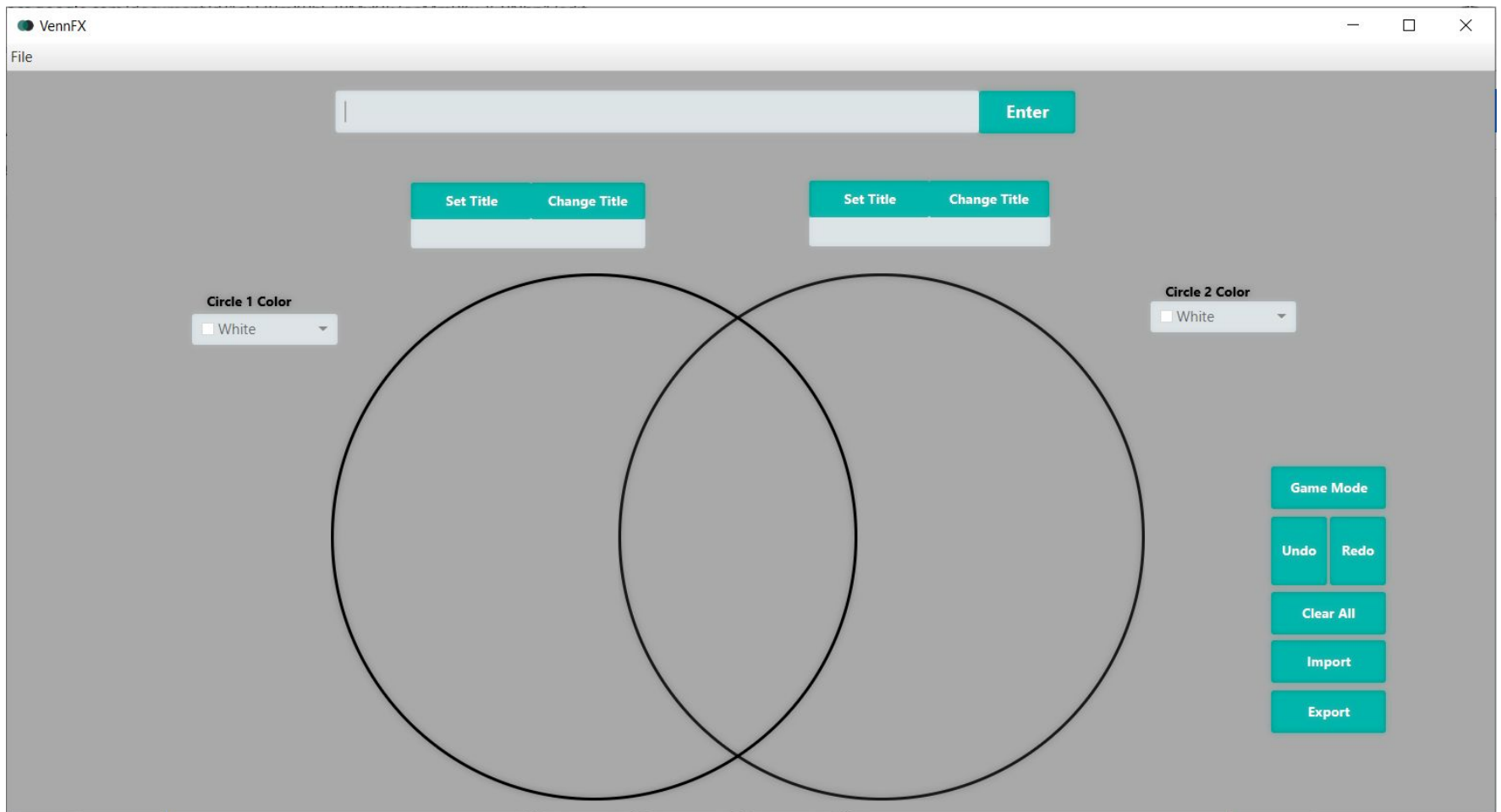
After using the Undo Button Once (Might need to press **TWICE**)



Use the Undo Button Once Again

3.2.9 REDO BUTTON

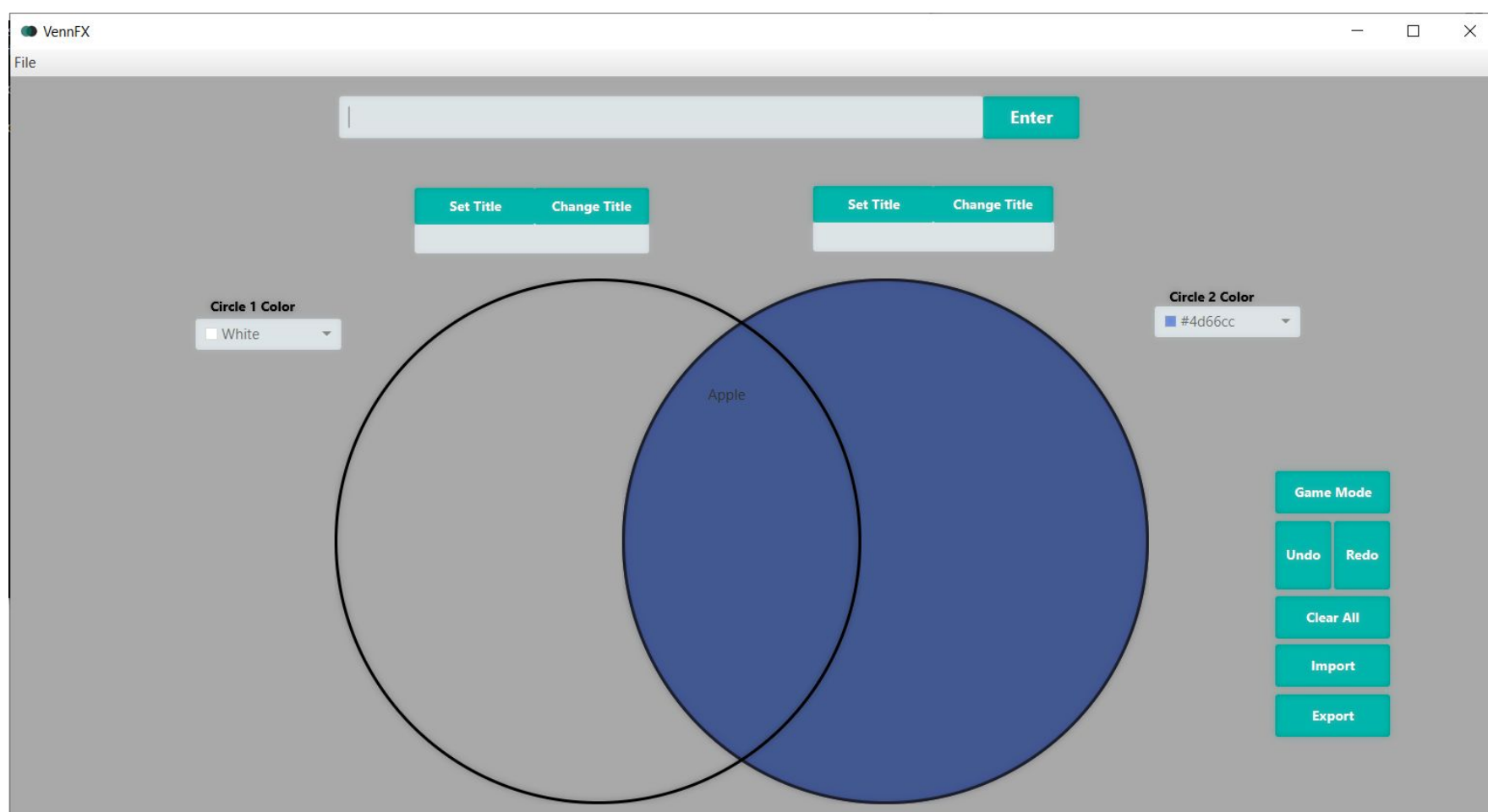
- **REDO:** This Function will take any action that you have undid previously and then Redo the changes so that you can get back the previous state of your application
- **Note**:** Using the Export Button, Import Button or Clear All Button will not allow for you to redo those changes (Reason we Give the User a Warning)
- **Note**:** When Dealing with Redoing the actions on an entry you Might have to press the Redo Button **TWICE** to Undo an Action.



Application is in the same state after doing the Undo Example (Above)



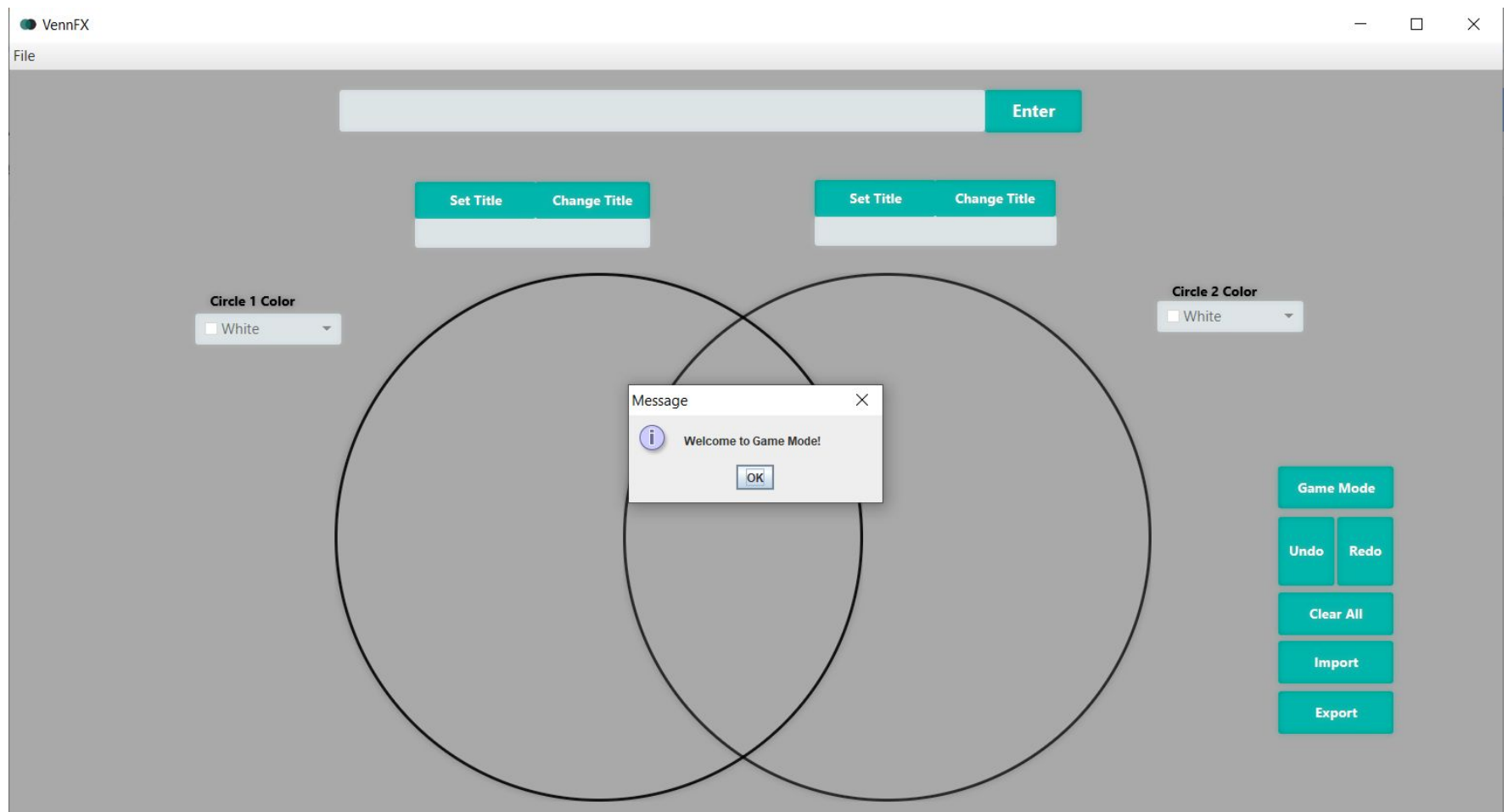
Using the Redo Button Once



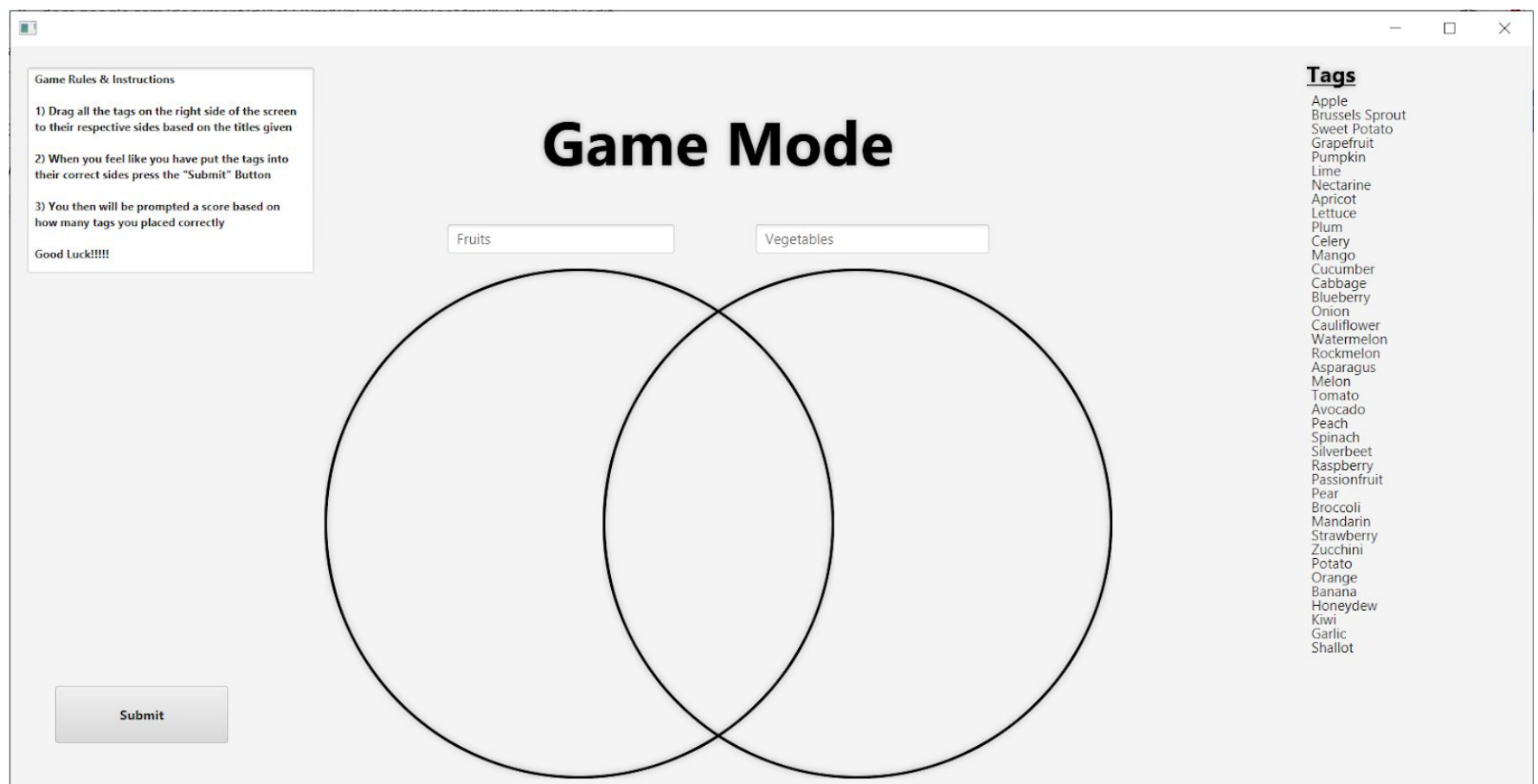
Using the Redo Button Once Again (May Need to Press TWICE)

3.2.10 GAME MODE BUTTON

- **GAME MODE:** What happens after pressing this button is that the user then gets prompted a window welcoming them into the game mode and once they press “Ok” then a new window will appear displaying the Game Mode for this Application



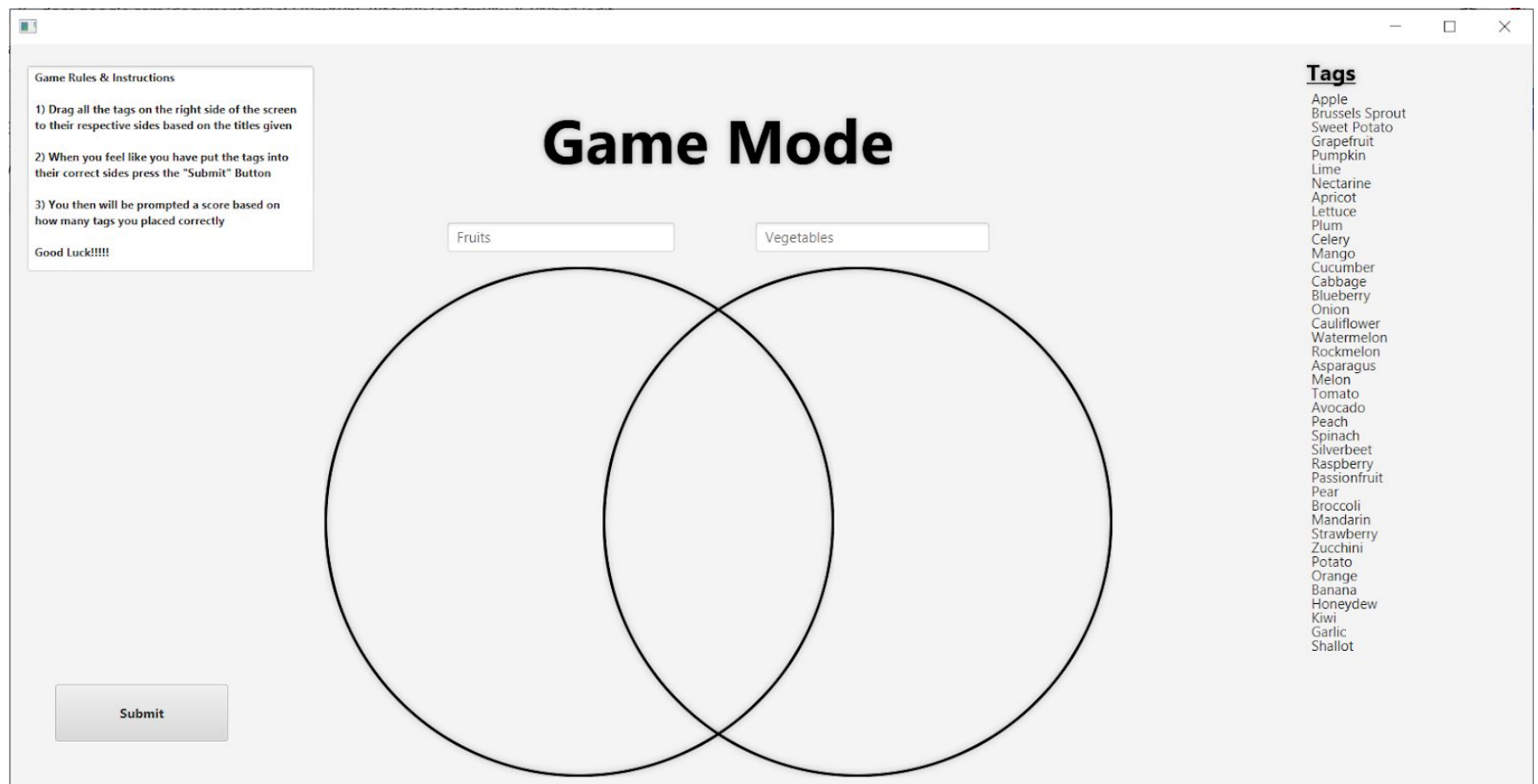
After Pressing The Game Mode Button



After Pressing “Ok” this window should Pop-Up

3.3 GAME MODE

- **FUNCTION:** In this mode users will have to follow specific rules to receive a score in this game. Currently there only exists one mode but any mode of the user's choice can be implemented in the future



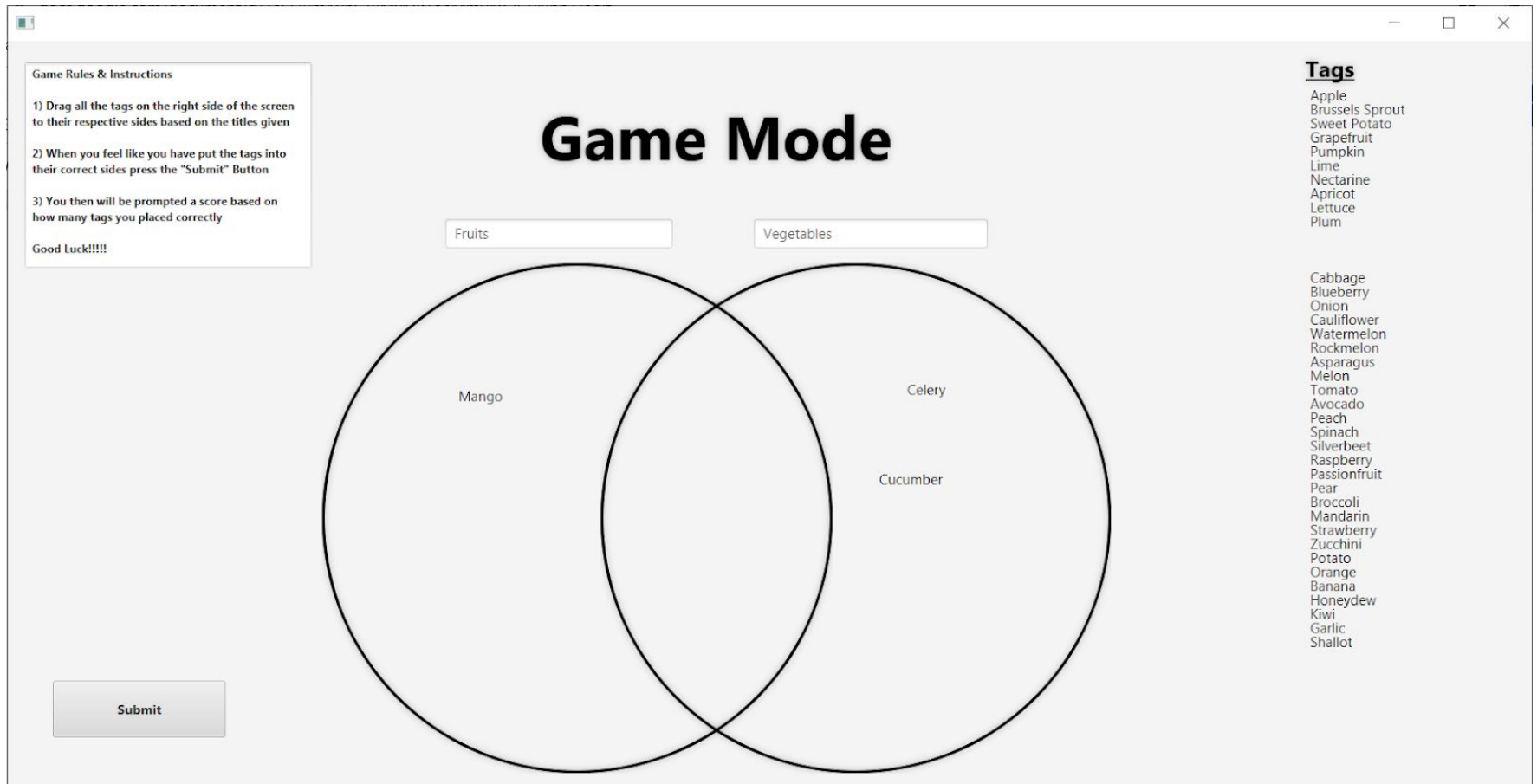
Game Mode Default Screen

3.3.1 RULES

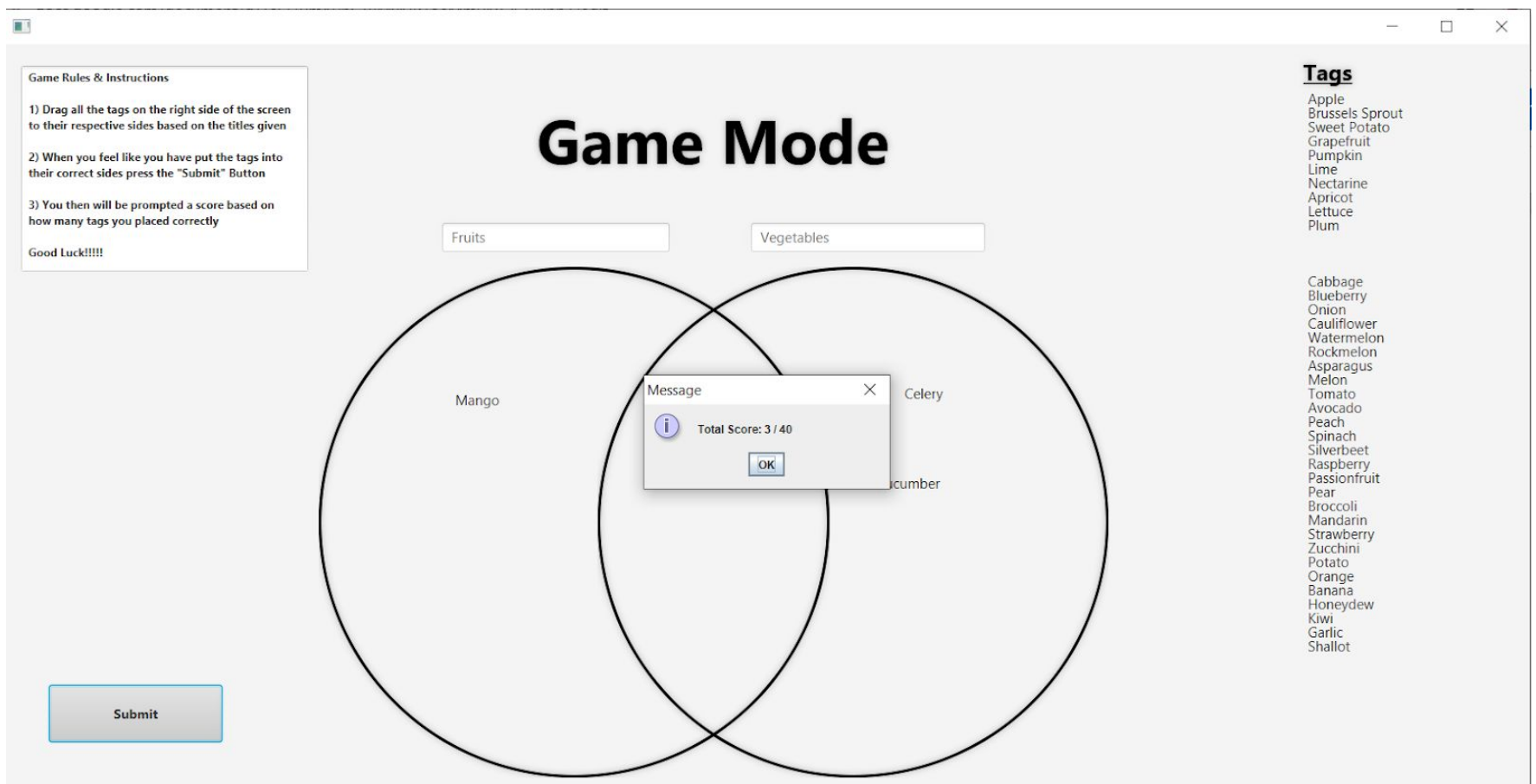
- **RULES:** The rules of this Game are simple. They consist of...
 - 1) Drag all the tags on the right side of the screen to their respective sides based on the titles given
 - 2) When you feel like you have put the tags into their correct sides press the "Submit" Button
 - 3) You then will be prompted a score based on how many tags you placed correctly

3.3.2 SUBMIT BUTTON

- **SUBMIT:** The function of the Submit Button is to give the user a score based on how many tags that they placed correctly in the Venn Diagram. If the user did not place an entry and left it outside that counts as a deduction on your score as well. After receiving a score the window will close and you can use your application normally again



Dragging some tags into their respective Sides



My score after pressing the Submit Button

4 APPLICATIONS

Some uses of this Venn diagram software are:

- Visualize information to compare
- Making decisions
- For brainstorming ideas
- Used to visualize statistics

4.1 SAFETY WARNING








Information for a session will not be saved when closing in this version. (If you want to keep your data use the submit button)

4.2 DEBUG

Now we find that our software has to run under a specific operating environment, otherwise, an error will occur. This section is where we collected the error conditions from the beginning till to right now of the project to help everyone how to solve the same situation

First, our software is editing under JRE 13.0.2, if user JRE is lower than JRE 13.0.2 might cause a runtime exception called *java.lang.UnsupportedClassVersionError: Unsupported major.minor*. This error can be fixed by updating the eclipse java version.

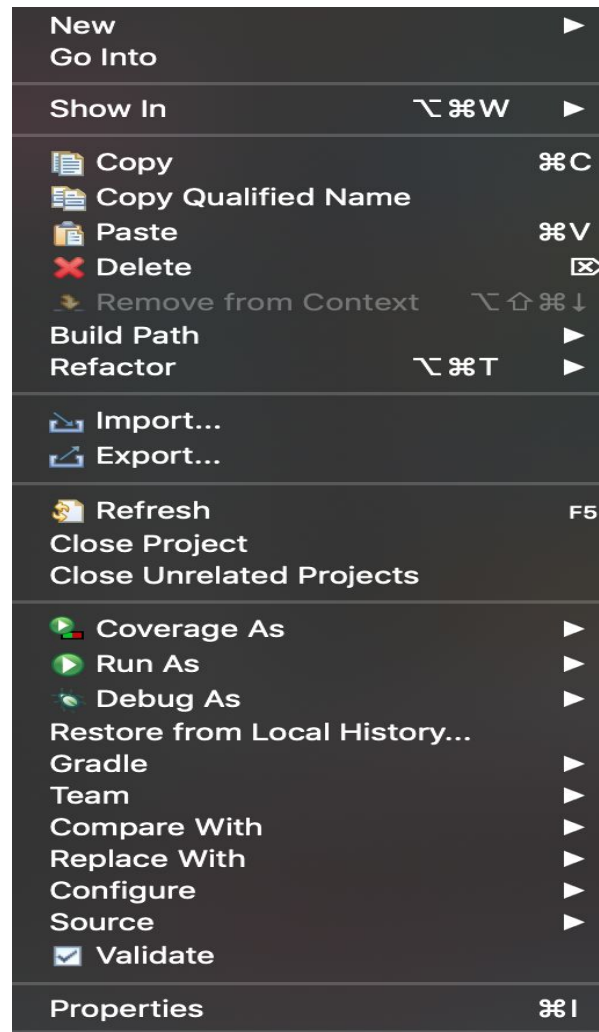
On mac: Google JRE 13 or latest version, and download the installer, then run the installer to install into your mac.

Java SE Development Kit 13.0.2		
This software is licensed under the Oracle Technology Network License Agreement for Oracle Java SE		
Product / File Description	File Size	Download
Linux Debian Package	155.72 MB	 jdk-13.0.2_linux-x64_bin.deb
Linux RPM Package	162.66 MB	 jdk-13.0.2_linux-x64_bin.rpm
Linux Compressed Archive	179.41 MB	 jdk-13.0.2_linux-x64_bin.tar.gz
macOS Installer	173.3 MB	 jdk-13.0.2_osx-x64_bin.dmg
macOS Compressed Archive	173.7 MB	 jdk-13.0.2_osx-x64_bin.tar.gz
Windows x64 Installer	159.83 MB	 jdk-13.0.2_windows-x64_bin.exe
Windows x64 Compressed Archive	178.99 MB	 jdk-13.0.2_windows-x64_bin.zip

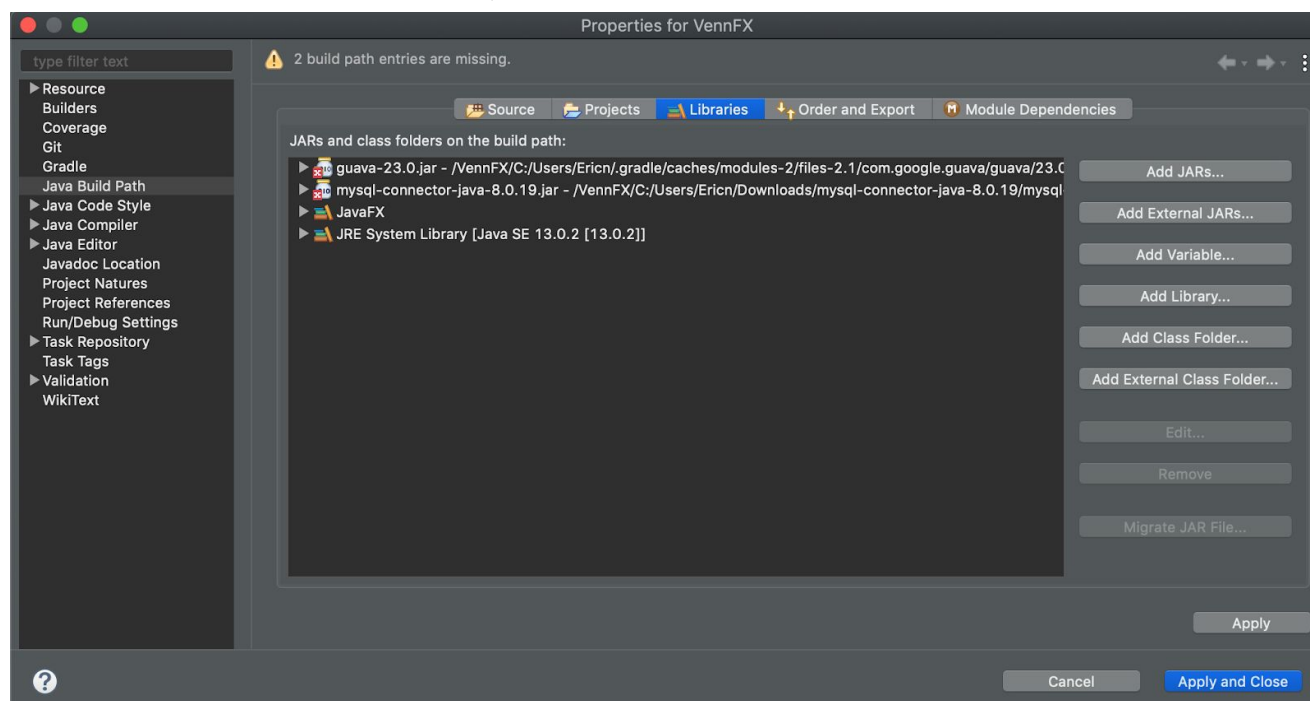
4.2.1 Version Problem

How do you set the JRE to the current latest version?

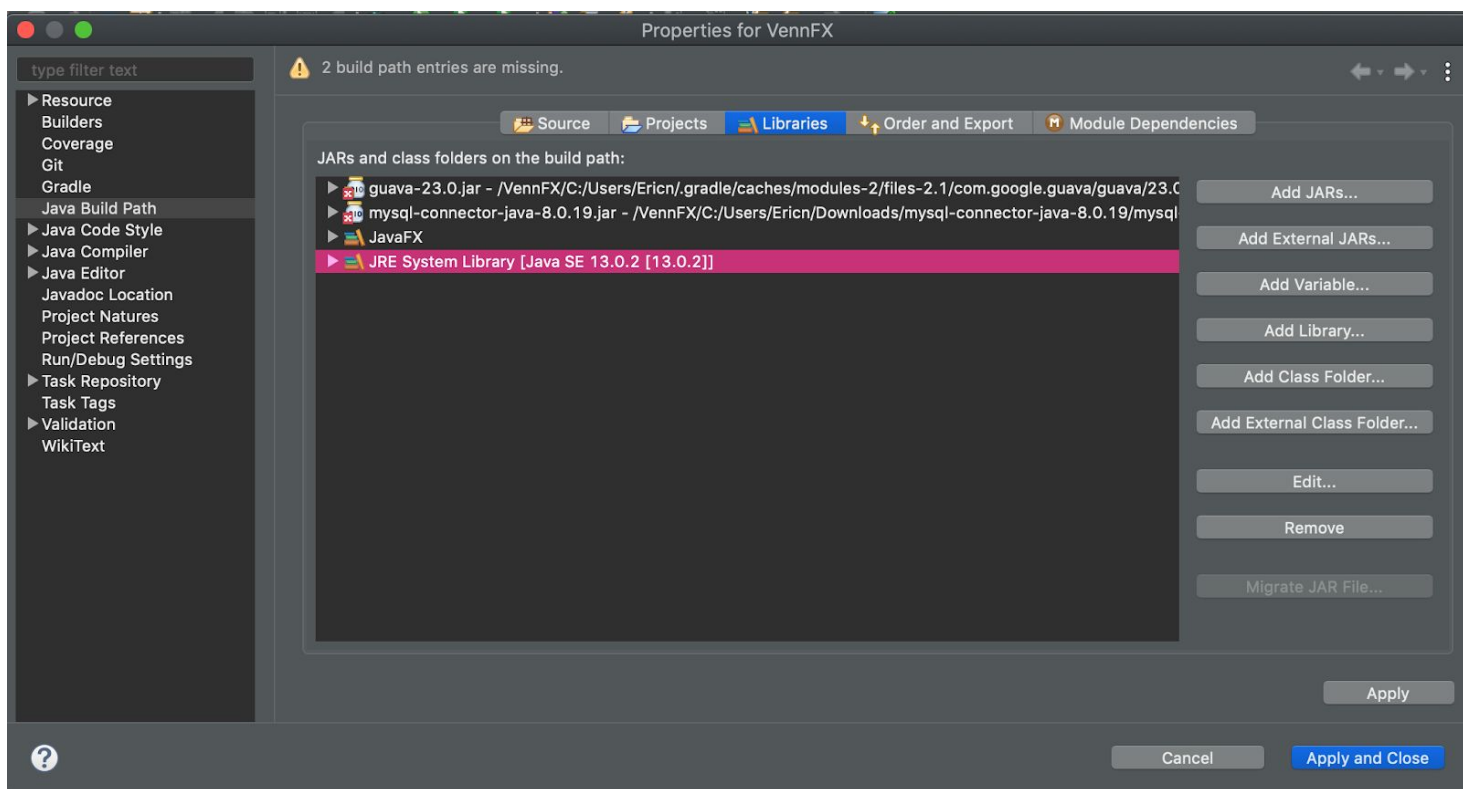
Right click the project, then a new window will pop up, and at the bottom of the new list will see one option called “properties”.



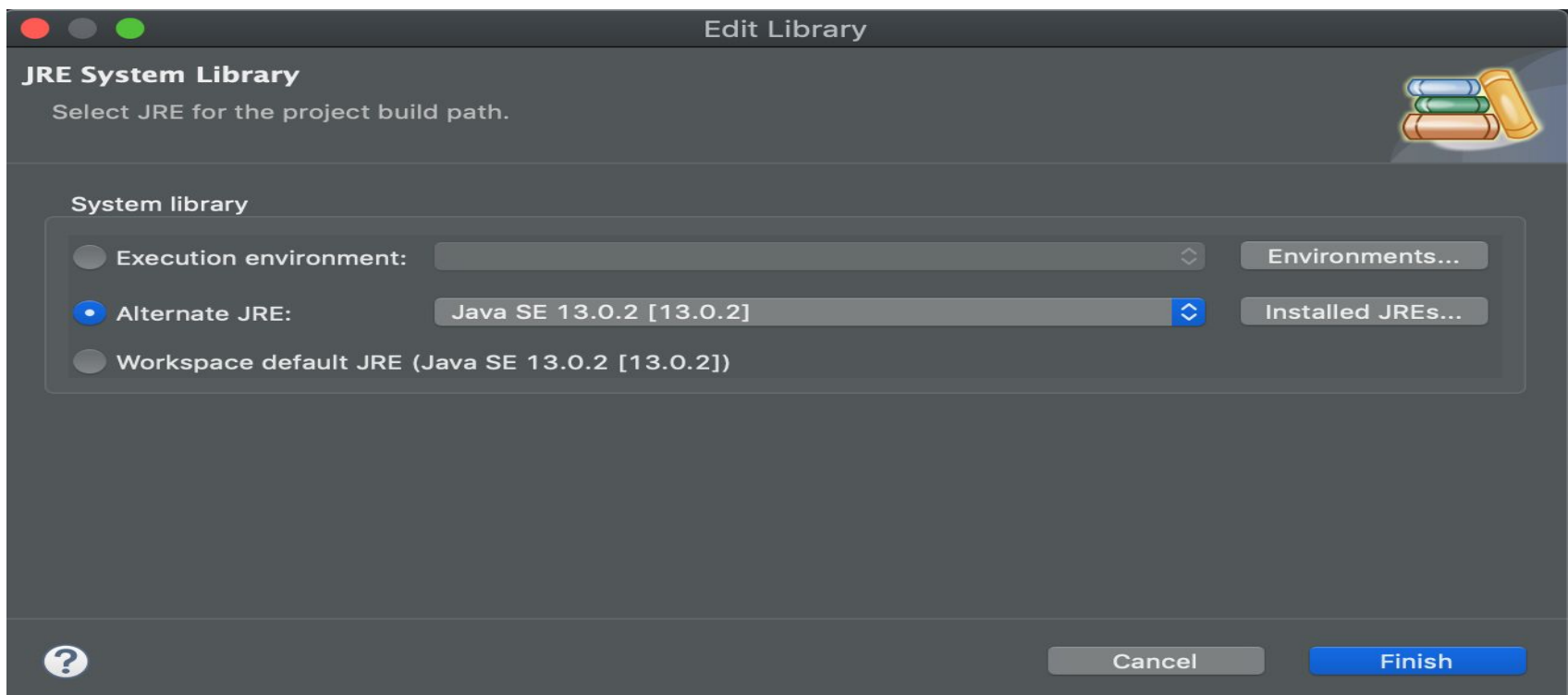
After click it, another new window will pop up, at the left side list will have a option “Java Build Path”, there will be window like this



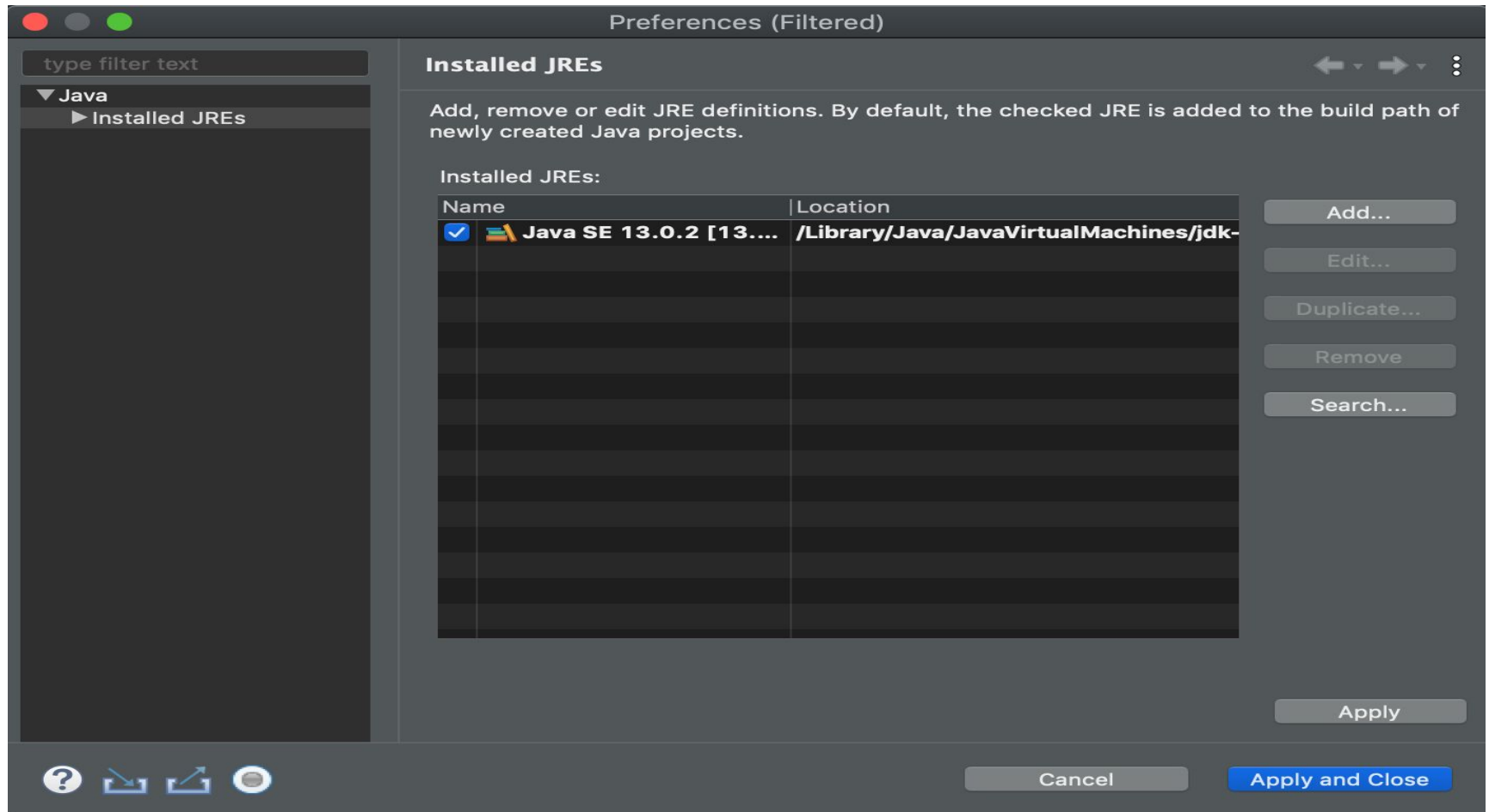
If the JRE is not Java SE 13.0.2, then highlight it and at the right list “Edit” will become available.



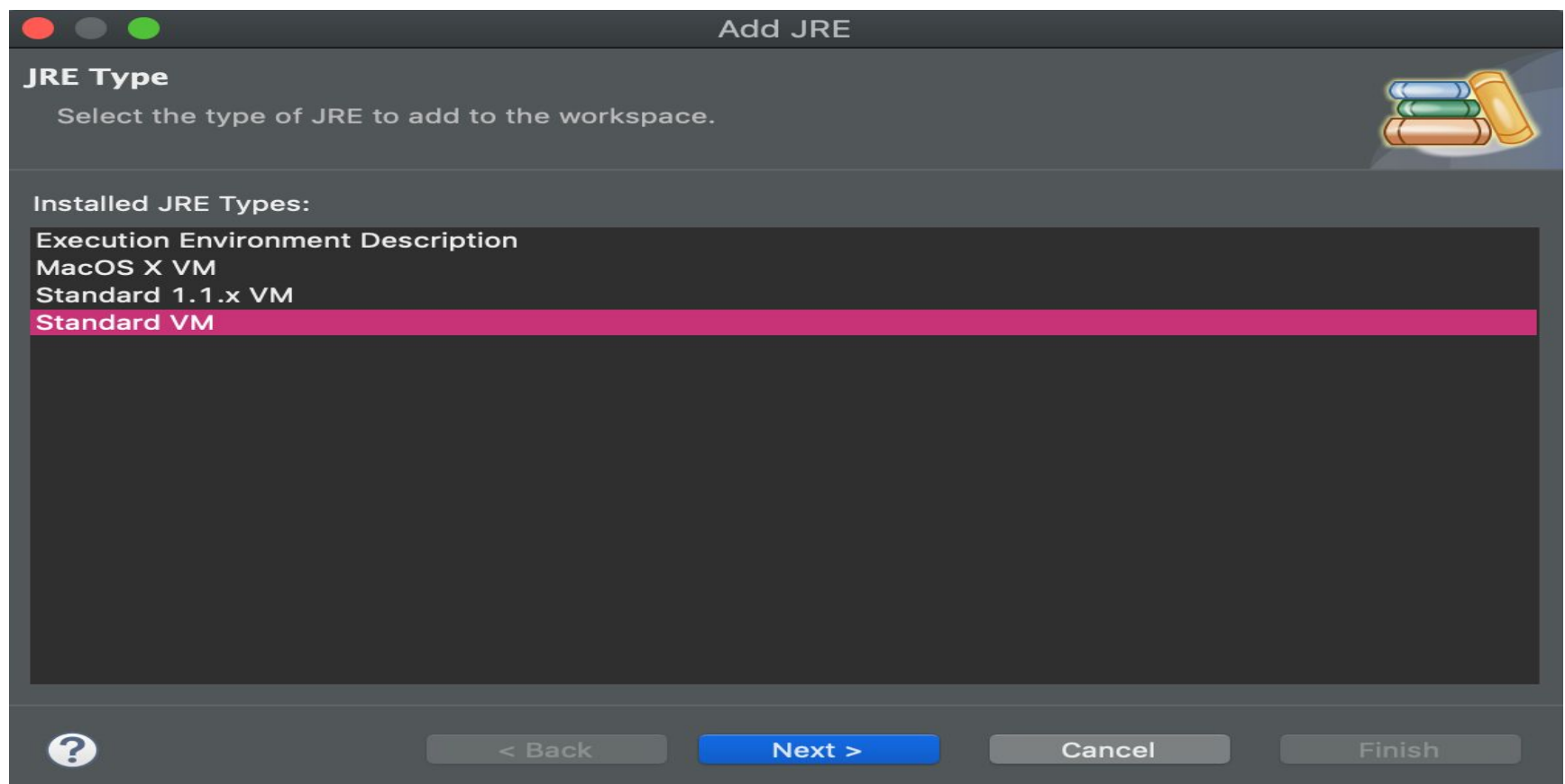
After click it the window should be look like this:



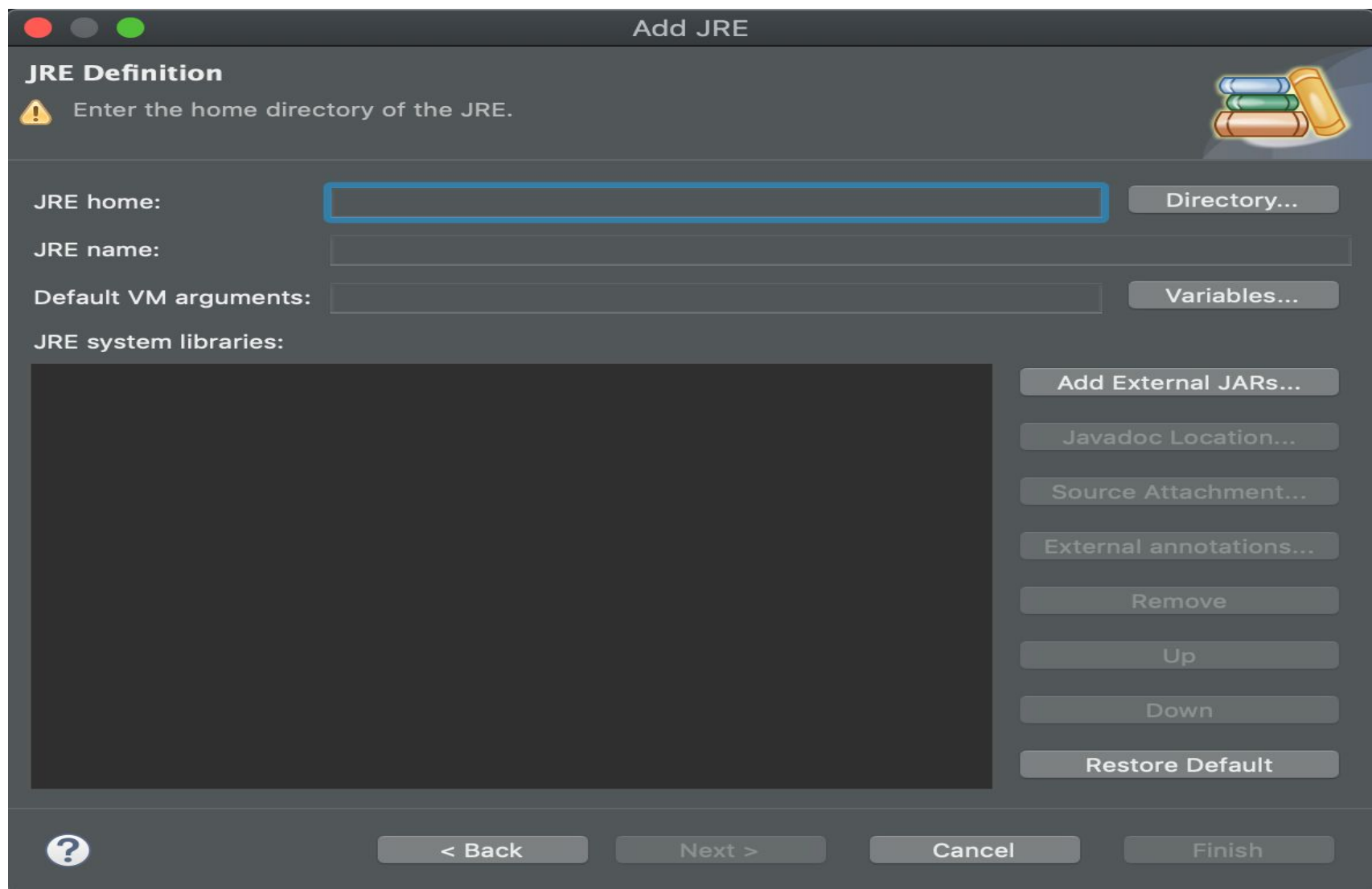
Then click “Installed JREs”



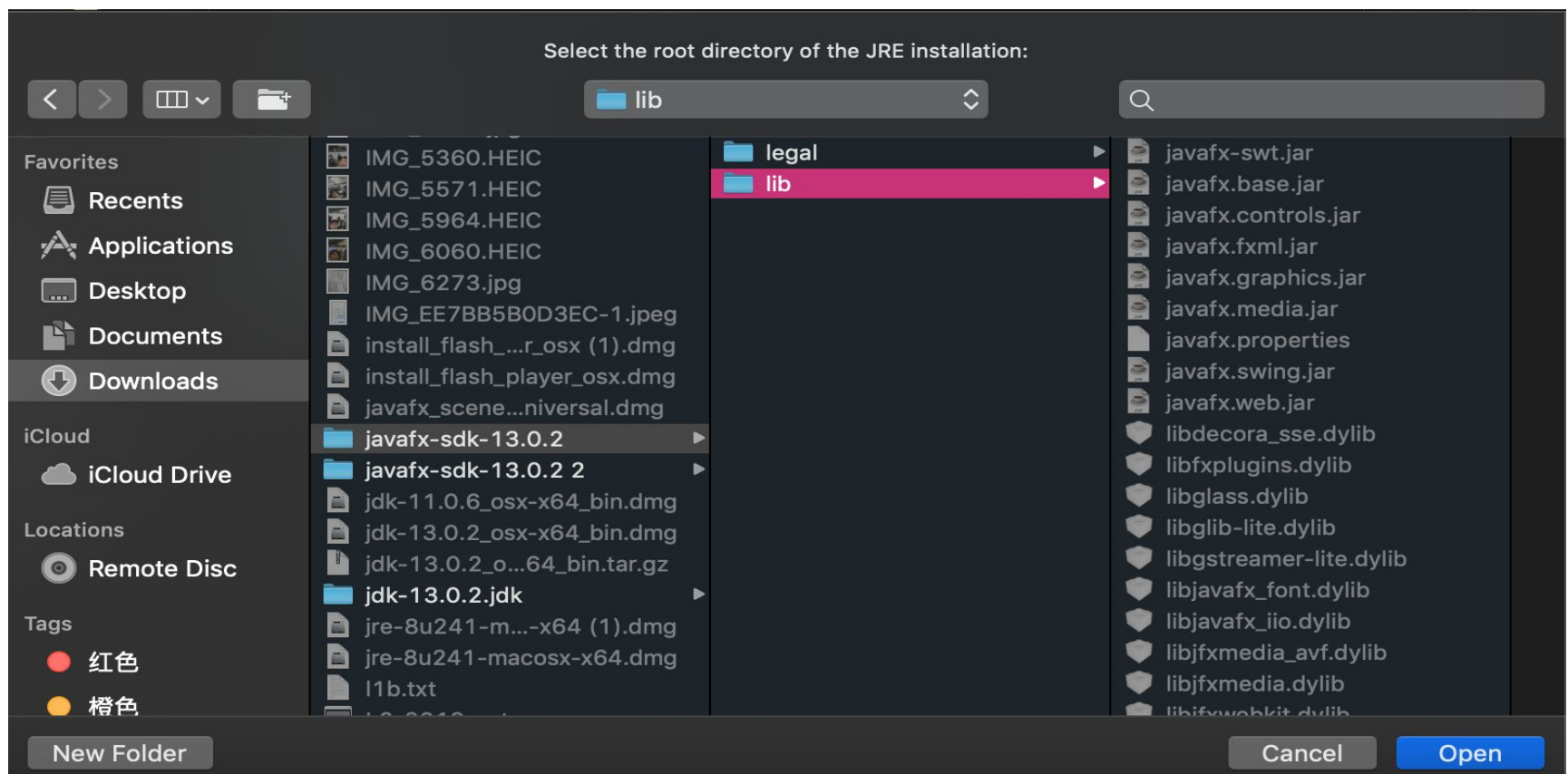
Click “Add”,then click “< Next >”



Click “Directory”, and go to the directory you unzip the JRE file, then go into the sub directory “lib”, then click “open”

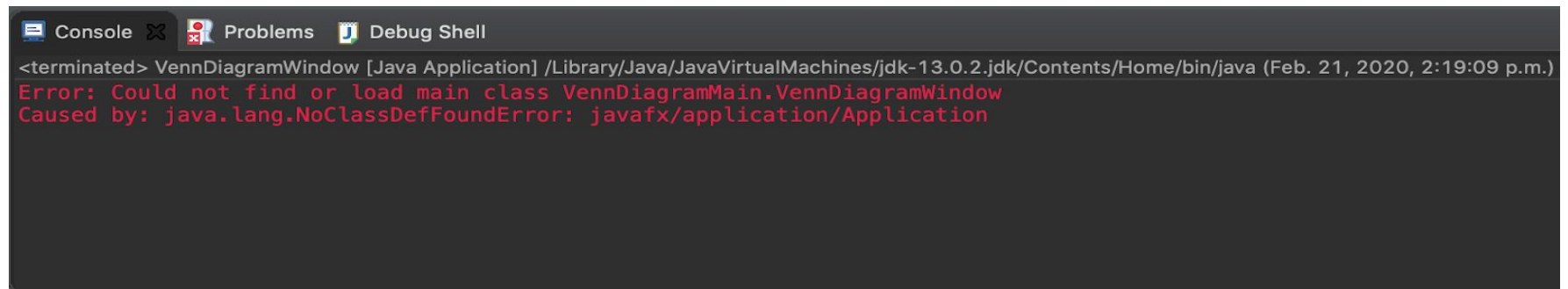


Now Your JRE directory should be setup successfully.

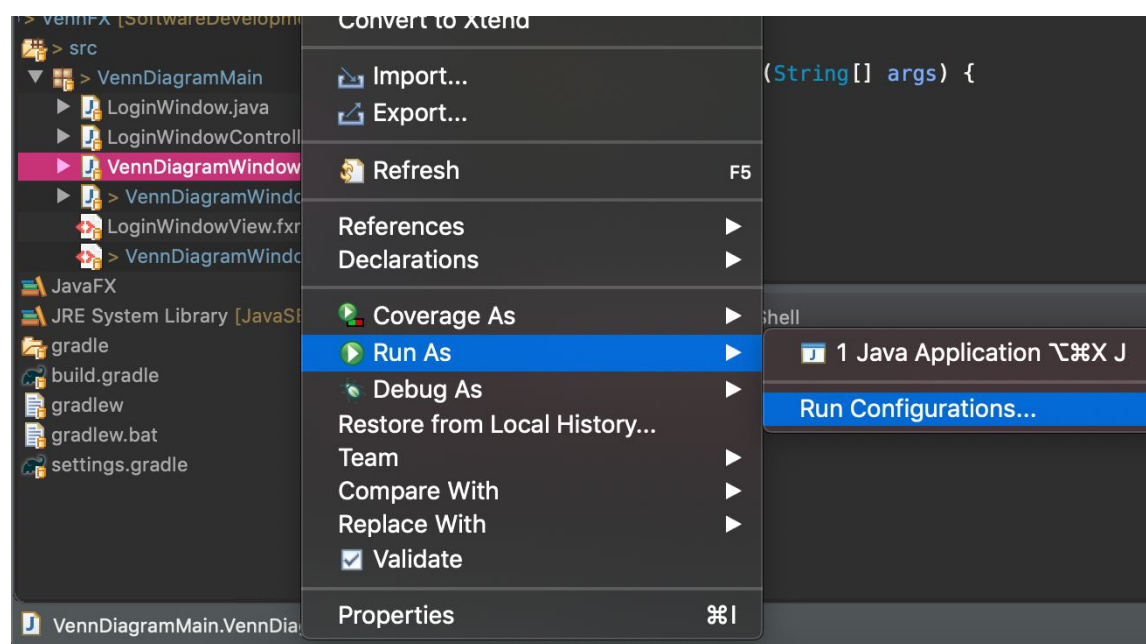


4.2.2. Could not find or load the main class

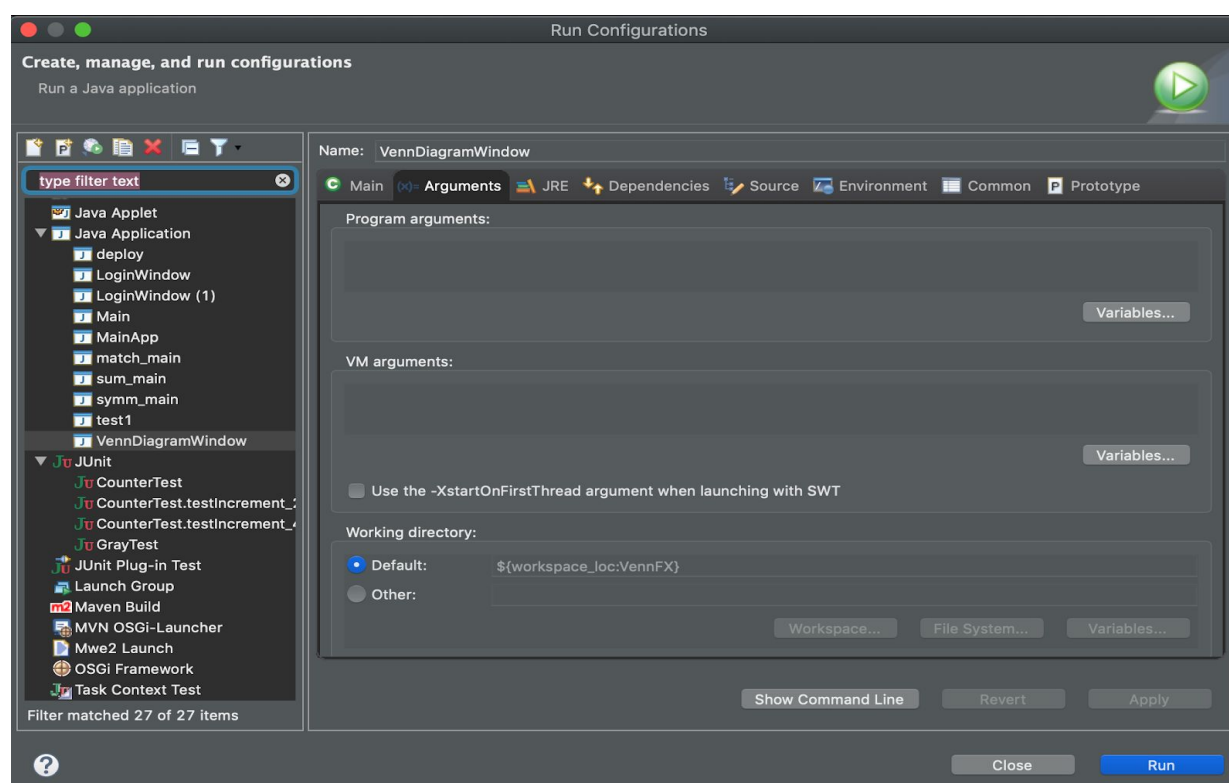
If your computer already installed the javafx, but still get this error might cause by the eclipse didn't load the javaFX appropriately. Here will introduce one of the solutions.



First right click the class you want to correct, and put the cursor on “Run As”, a new list will show up, then choose the second option called “run configuration”, there a new window should pop up.



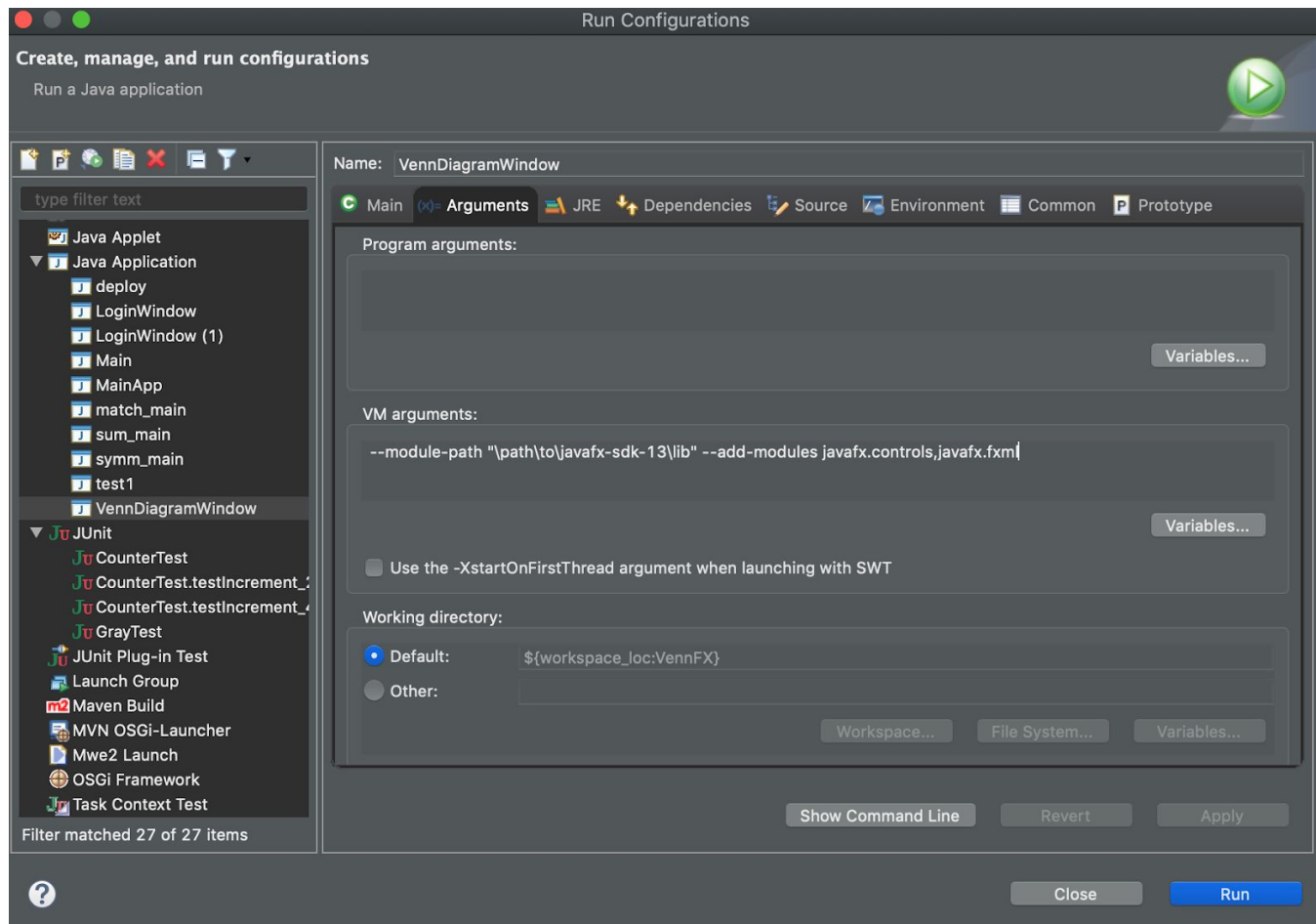
Then click “Arguments”



Look at the VM arguments, current VM arguments should be empty, then copy code below and paste it.

For linux or mac: `--module-path /path/to/javafx-sdk-13/lib --add-modules javafx.controls,javafx.fxml`

For window pc: `--module-path "\\path\\to\\javafx-sdk-13\\lib" --add-modules javafx.controls,javafx.fxml`



One thing needs to be mentioned: the PATH to java sdk above must be replaced with the PATH where you store the javaFX sdk lib in YOUR computer.

(DO THIS ON EVERY CLASS THAT YOU RUN)

4.2.3 No window pop up (No response during operation)

This issue is more likely for a Mac client, but it is very easy to solve it. The resolution steps are similar to the previous step. Right click the class, put the cursor on the class, and then choose the “Run Configuration”. Then in the arguments interface uncheck the “Use the -XstartOnFirstThread argument when launching with SWT”, then click the “apply”, and run it. The problem should be solved right now.