

System Design Document

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CRC High Level Class Description

User	
Responsibilities	Collaborators
<ul style="list-style-type: none">• Has user information (name, password, purpose)	<ul style="list-style-type: none">• LoginController• LoginPage• CreateUserPage

LoginController	
Responsibilities	Collaborators
<ul style="list-style-type: none">• Authenticate user login by comparing with information stored in user database	<ul style="list-style-type: none">• User• LoginPage• DatabaseController

LoginPage	
Responsibilities	Collaborators
<ul style="list-style-type: none">• Handles login information from user input• Passes login information to LoginController	<ul style="list-style-type: none">• User• LoginPage

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CreateUserPage	
Responsibilities	Collaborators
<ul style="list-style-type: none">• UI to handle entering of new user information• Passes user information to DatabaseController	<ul style="list-style-type: none">• User• DatabaseController

DatabaseController	
Responsibilities	Collaborators
<ul style="list-style-type: none">• Controller handling the flow between entered information and the server database	<ul style="list-style-type: none">• LoginController• CreateUserPage• ScheduleController• ActivityController• ScheduleBuilder• ScheduleController

Activity	
Responsibilities	Collaborators
<ul style="list-style-type: none">• Has activity information (name, description, priority, hours)	<ul style="list-style-type: none">• ActivityController• ActivityPage

ActivityPage	
Responsibilities	Collaborators
<ul style="list-style-type: none">• UI to handle entering of new Activity information	<ul style="list-style-type: none">• ActivityController• Activity

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ActivityController	
Responsibilities	Collaborators
<ul style="list-style-type: none">• Handles entering of Activity information by user on ActivityPage• Passes information to DatabaseController	<ul style="list-style-type: none">• Activity• ActivityPage• DatabaseController

Schedule	
Responsibilities	Collaborators
<ul style="list-style-type: none">• Has information on Schedule (User, Activities, Dates)	<ul style="list-style-type: none">• ScheduleController• SchedulePage• ScheduleBuilder

ScheduleEditorPage	
Responsibilities	Collaborators
<ul style="list-style-type: none">• UI for a Schedule page that can be interacted with to edit information	<ul style="list-style-type: none">• Schedule• ScheduleController• ScheduleBuilder• DatabaseController

ScheduleController	
Responsibilities	Collaborators
<ul style="list-style-type: none">• Handles passing of information between the DatabaseController and the ScheduleEditorPage	<ul style="list-style-type: none">• Schedule• ScheduleEditorPage• ScheduleBuilder• DatabaseController

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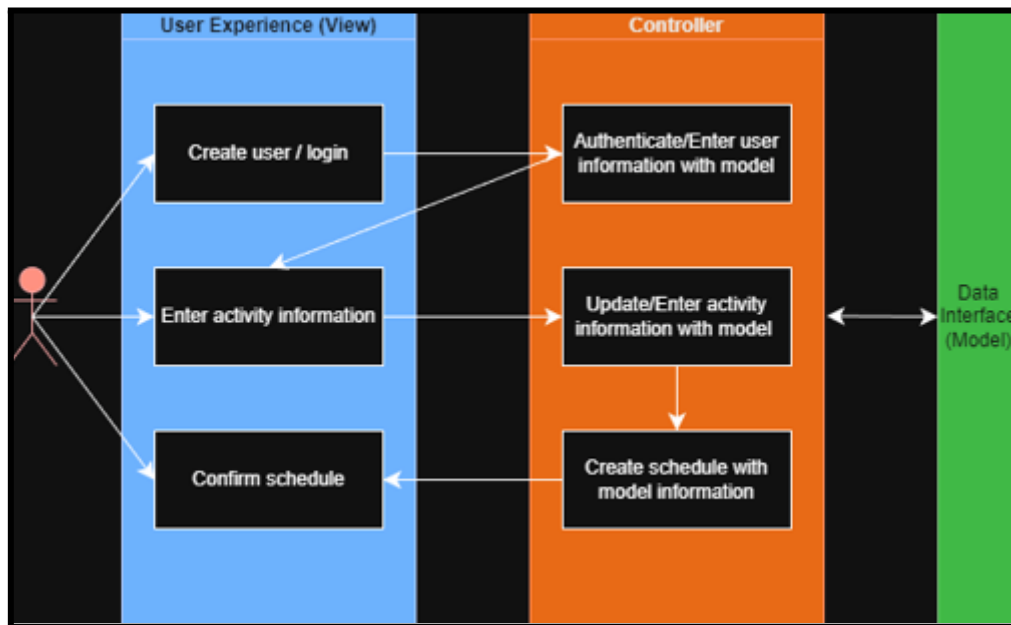
ScheduleBuilder	
Responsibilities	Collaborators
<ul style="list-style-type: none">• Uses information from the database to build a schedule with stored Activity information for a select User	<ul style="list-style-type: none">• Schedule• ScheduleEditorPage• DatabaseController

CreateUserPage	
Responsibilities	Collaborators
<ul style="list-style-type: none">• UI to handle entering of new user information• Passes user information to database	<ul style="list-style-type: none">• User

System Interaction With Environment

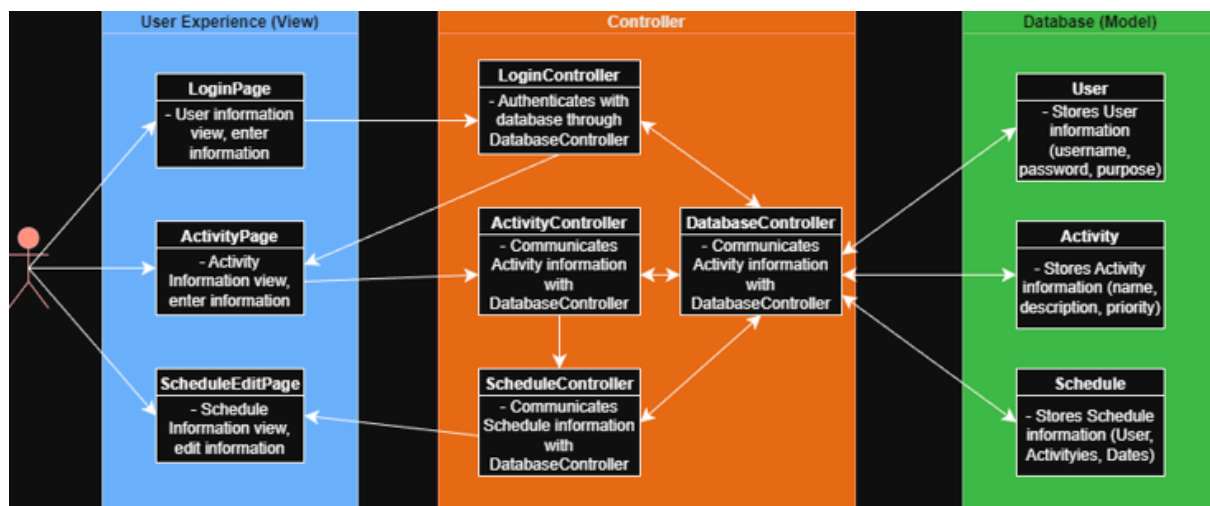
The system requires the Java 21 JDK, Java Swing (& SQL I guess? Edit Later) in order to run on all platforms (Windows, Mac, Linux). There is no internet connection required, and there is no credential/account creation required (currently) in order to use the app to its full potential.

Architecture Of System



On a high level, each page will transmit data entered through controllers to the database and back to the page when necessary. The database will be receiving and giving information at each stage to allow flow to the next through the controllers.

System Decomposition



Each Users, Activities, and Schedules each have a Page for interaction, a Model class for its information, a Controller to handle interaction between the Page and the DatabaseController. The DatabaseController exclusively handles interaction between information sent to it, and the Model based on what was passed to it. This generic format allows either Users, Activities, or Schedules to be handled properly.