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Programming 1A PoE Part 3

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1. INTRODUCTION

The IIE (2020) During this assessment we will be making an application focused on productivity, the application will be designed to allow users to create tasks that need to be completed, assign those tasks to certain team members, view the progression of those tasks and finally, mark those tasks as completed, in progress or assigned.

The application will be written exclusively in the Java programming language, and I will be using various concepts and elements such as OOP, JFrames, JPanels, JLabels, JTextFields, JPasswordFields and JButtons to create the GUI and get the user's input.

2. EASY KANBAN APPLICATION

The Easy Kanban application has a unique look and feel which was designed mainly with a combination of JFrames, JPanels, JTextFields and various other elements as seen down below (see Java GUI Tutorial - Make a Login GUI, 2020).

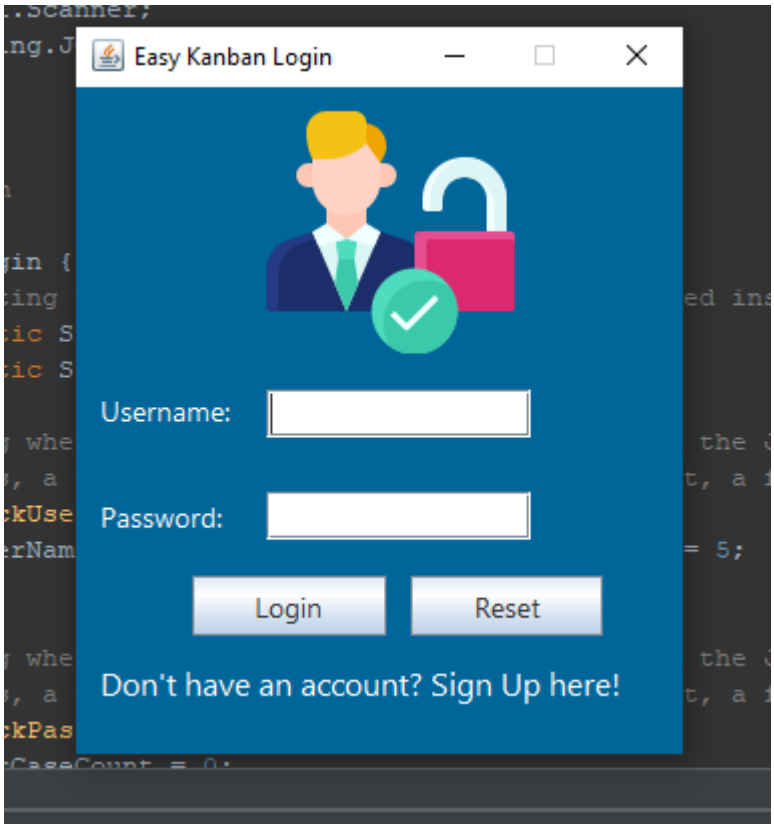

Figure 1: Login page in program

2.1Obtaining user input and validating it

After the user entered their credentials using JTextFields and a JPasswordField, their input would be validated to make sure their username and password meet complexity requirements (see Java Validate Password Assignment – Professor Saad, 2021).

```
//validating whether or not the password received from the JPasswordField meets the minimum password complexity requirements
//if it does, a true value is returned and if it doesnt, a false value is returned
Boolean checkPasswordComplexity(String password){
 int isUpperCaseCount = 0;
 int isDigitCount = 0;
 int SpecialCount = 0;
    for(int i= 0; i<password.length(); i++){
         char character = password.charAt(i);
        if (Character.isUpperCase(character))
            isUpperCaseCount++;
        else if (Character.isDigit(character))
                 isDigitCount++;
        else if (password.contains("!") || password.contains("@") || password.contains("#") || password.contains("$") ||
                 password.contains("%")||  password.contains("&") || password.contains("*") || password.contains("?") ||
                 password.contains("-") || password.contains("<")|| password.contains(">") || password.contains(".") ||
                 password.contains(",") || password.contains("_") || password.contains(":") || password.contains("/") ||
                 password.contains("^") || password.contains("|") || password.contains("+") || password.contains("(") ||
                 password.contains(")"))
                 SpecialCount++;
  }
    return isUpperCaseCount >= 1 && isDigitCount >=1 && SpecialCount >=1 && password.length() >= 8;
}
```

Figure 2: password complexity method in program

2.2 Storing the user's credentials

If the user's credentials met the username and password complexity requirements and did not already exist inside of our text file, the user's account would be created, a suitable message would be display and the credentials would be stored in a text file like so: (see Java FileWriter (write to a file) – Bro Code, 2020)

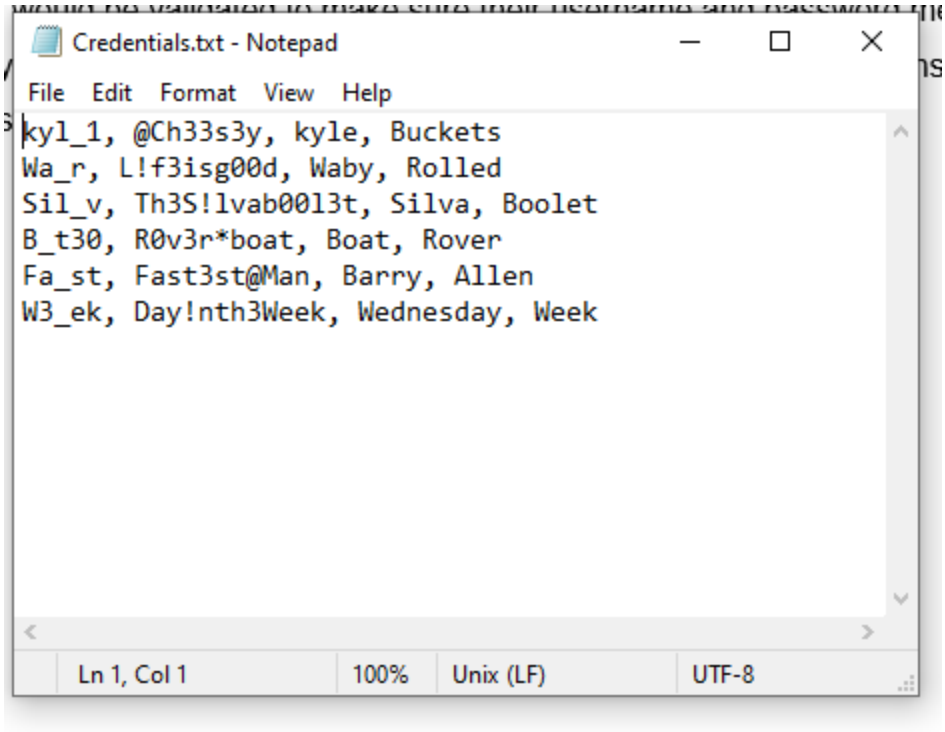

Figure 3: Text file from program

2.3 Verifying that the user's credentials exist

After the user enteres their credentials on the Login Page from Figure 1, those credentials will be passed to a method to verify whether they exist or not, if they do exist a suitable message will be displayed and if they don't another suitable message will be displayed (see Simple Verifying user login Java – Max O'Didily, 2017).

```java
//locating the entered credentials from the SignInForm page, if the credentials are found a true value is returned
//if the credentials are not found a false value is returned
public static Boolean findCredentialsInTextFile(String username, String password){
 boolean credentialsAreFound = false;
 String tempUserName;
 String tempPassword;
 String tempName;
 String tempSurname;
 try{
     Scanner textFileScanner = new Scanner(new File("Credentials.txt"));
     textFileScanner.useDelimiter("[,\n]");
//Reading records inside the credentials text file until it matches the username and password from the JTextField and JPasswordField
         while(textFileScanner.hasNext() && !credentialsAreFound){
             tempUserName = textFileScanner.next();
             tempPassword = textFileScanner.next();
             tempName = textFileScanner.next();
             tempSurname = textFileScanner.next();

            if (tempUserName.trim().equals(username.trim()) && tempPassword.trim().equals(password.trim())){
                credentialsAreFound = true;
                name = tempName;
                surname = tempSurname;
            }
}
 textFileScanner.close();
}
 catch(FileNotFoundException fnfe){
       System.out.println("Something went wrong! Could not located text file");
}
 return credentialsAreFound;
}
```

Figure 4: Looking for credentials inside method in program

2.4 Pictures of the application running and making use of various methods

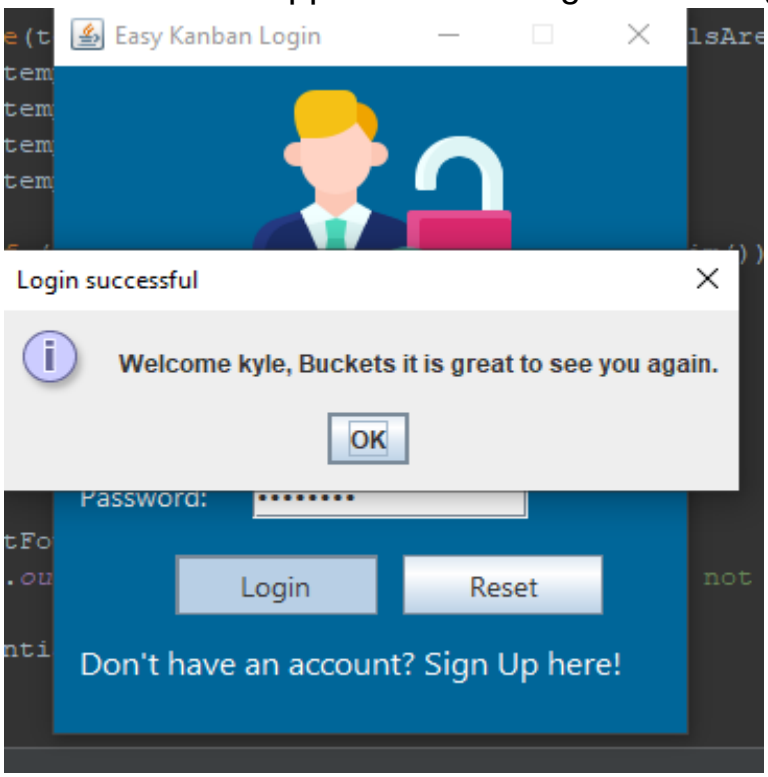

Figure 5: Successful Login in program

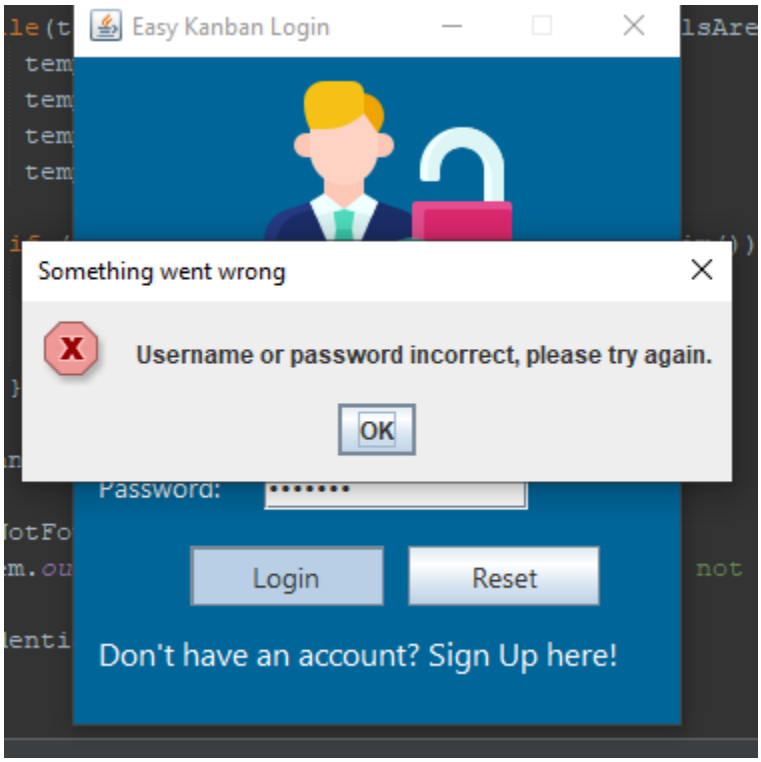

Figure 6: Unsuccessful Login in program

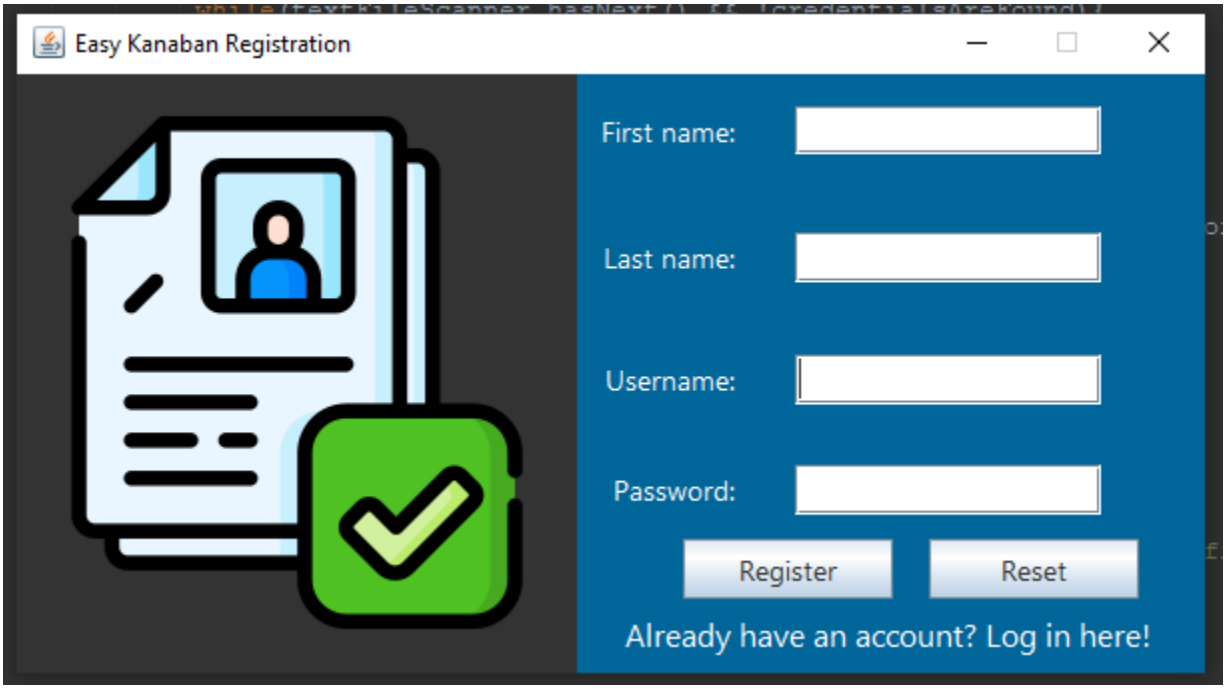

Figure 7: Registration Page from program

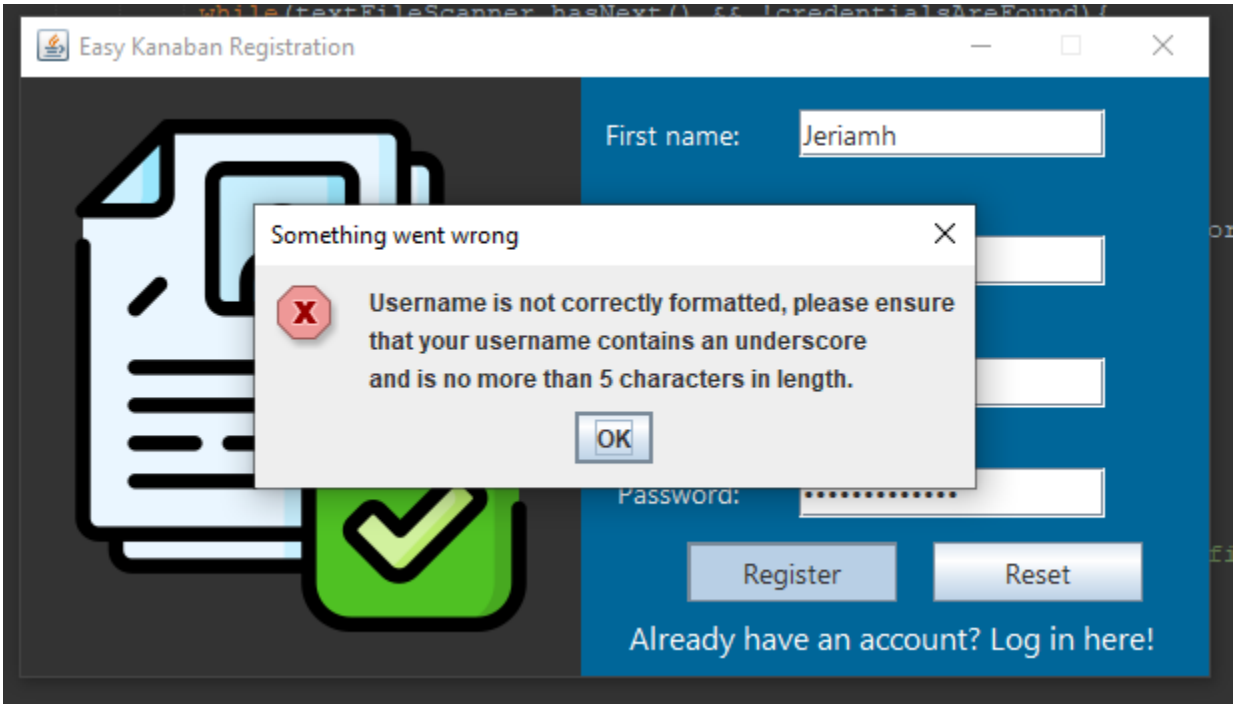

Figure 8: Username incorrectly formatted in program

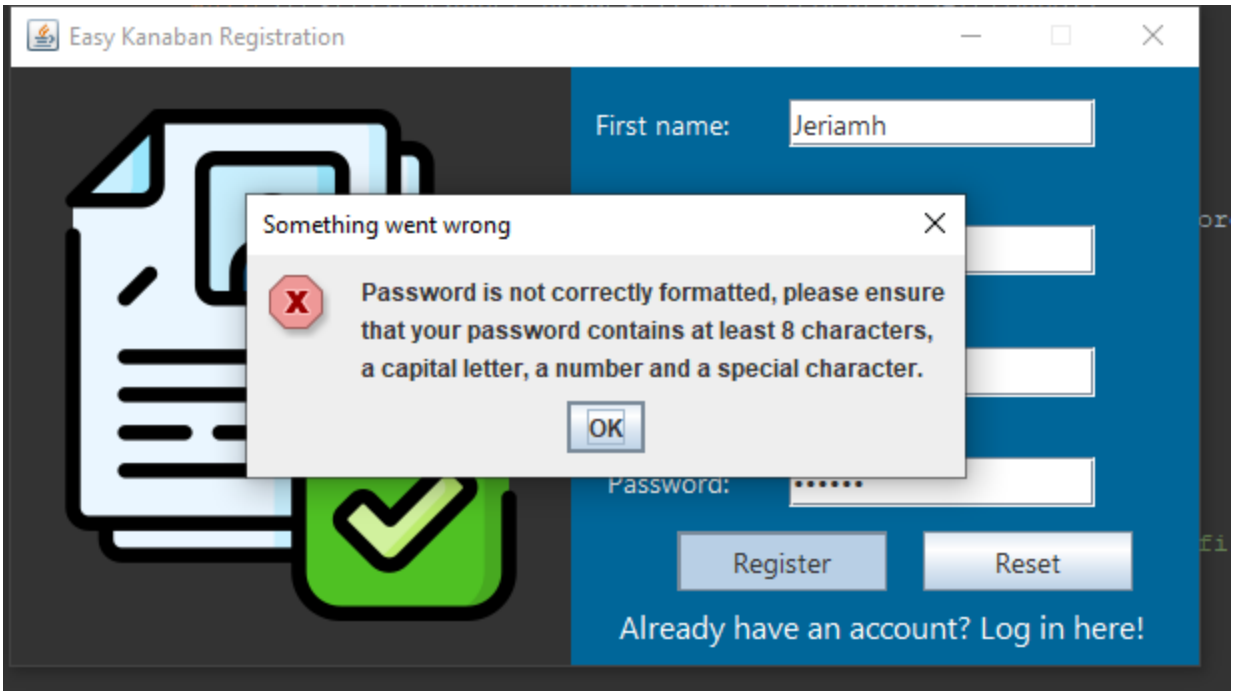

Figure 9: Password incorrectly formatted in program

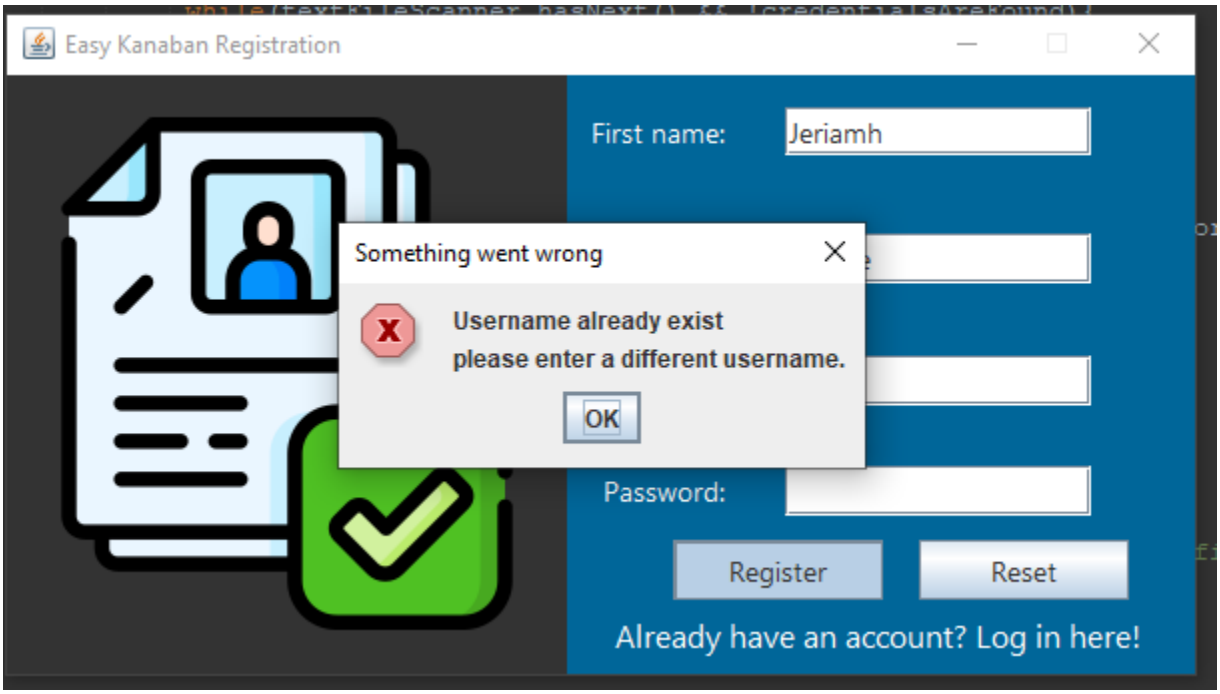

Figure 10: Username exists in text file from program

2.5 CONCLUSION

Java Graphical User Interfaces can be created and used in various ways such as through and combination of JFrames, JPanels and JButtons or through JOptionPane, I used a combination of most swing components because they are more customizable and when used in combination with each other, they provide a unique, look and feel. User credentials can also be stored and accessed through different methods such as using a text file, a hash map or a database, I used a text file because it was provided more customization than a hash map and it was quicker to implement compared to implementing a database, but a database might be used in future revisions.

3. INTRODUCTION (TASK 2)

The IIE (2020) In this part of the task, we will be required to implement a way for the user to add tasks and view reports. I will be adding these features to the program by implementing various JOptionPanes and a couple for loops and while loops.

3.1 After logging in

The IIE (2020) The user will be welcomed by a JoptionPane with various options to choose from such as entering 1 on the text field to start the process of adding tasks or entering 2 to view the report of all tasks or simply entering 3 to exit the program.

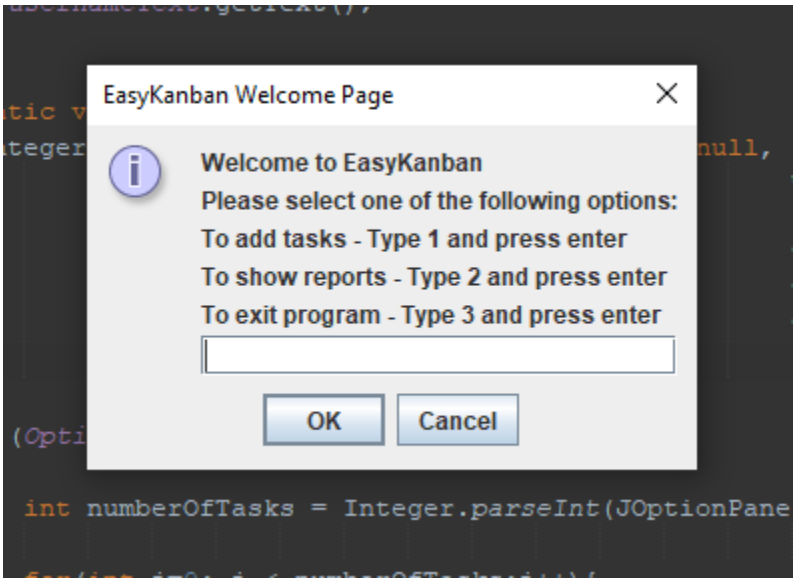

Figure 11: EasyKanban Welcome Page

3.2 Adding Tasks

The IIE (2020) After pressing 1, the user will be asked how many tasks they wish to add, the user will keep seeing the options to add new tasks based on the number of tasks specified by them. Following that, the user will then be asked to enter details regarding their task such as the name of the task, the number of hours required to complete the task, the status of the task and so forth. After all the information has been received from the user, the length of the task description will be checked to make sure that it is less than 50 characters long. If the task description is less than 50 characters

long, a suitable message will be displayed, and a summary will be echoed back to the user.

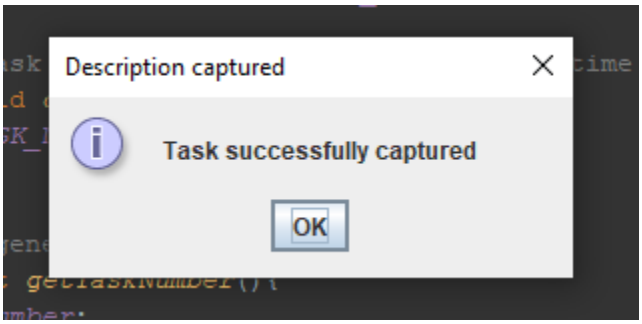

Figure 12: Description successfully captured

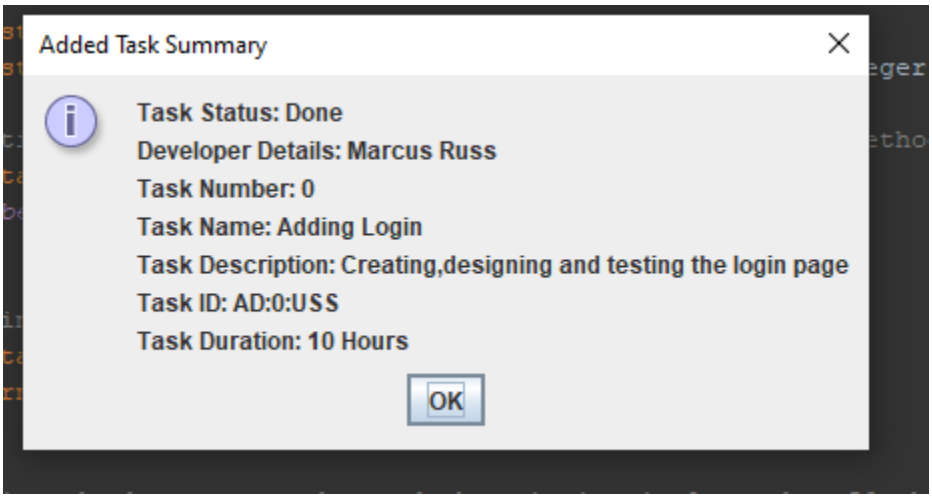

Figure 13: EasyKanban tasks summary

The IIE (2020) If the task description is more than 50 characters, the user will receive a suitable error message and will be brought back to the welcome page to add a task from the beginning or execute various other options.

3.3 Show Report

The IIE (2020) If the user chose to press 2 on the welcome page, they will be presented with a message saying this feature is “Coming Soon”. After pressing okay, they will be brought back to the welcome page.

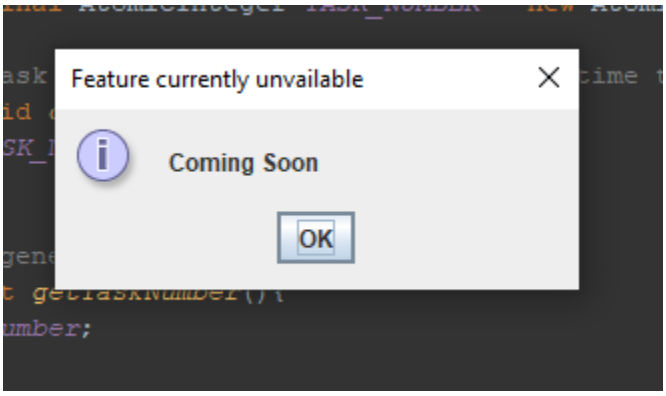

Figure 14: Viewing reports

3.4 Exit program

The IIE (2020) If the user chose to press 3 on the welcome page, they will be presented with a message confirming that they have been logged out from a specific account and a specific time. After pressing okay, the program will close.

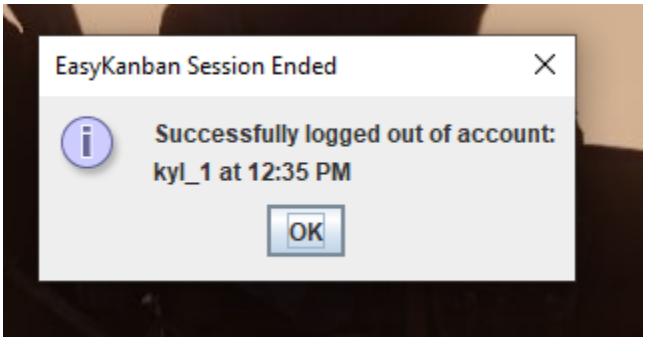

Figure 15: Logging out of account

3.5 CONCLUSION

JOptionPane can be used for various tasks, and they are easy to implement into most programs. Our task 2 of the PoE consists entire of them.

4. INTRODUCTION (TASK 3)

The IIE (2020) This part of the project is an extension of both part 1 and 2, meaning that the information gathered or displayed is based on part 1 and 2. After entering the relevant task details, those details will be stored in arrays and depending on the options the user selects (see figure below), the elements in certain arrays will be retrieved and display. All task details shown below were obtained from the PoE guidelines pdf.

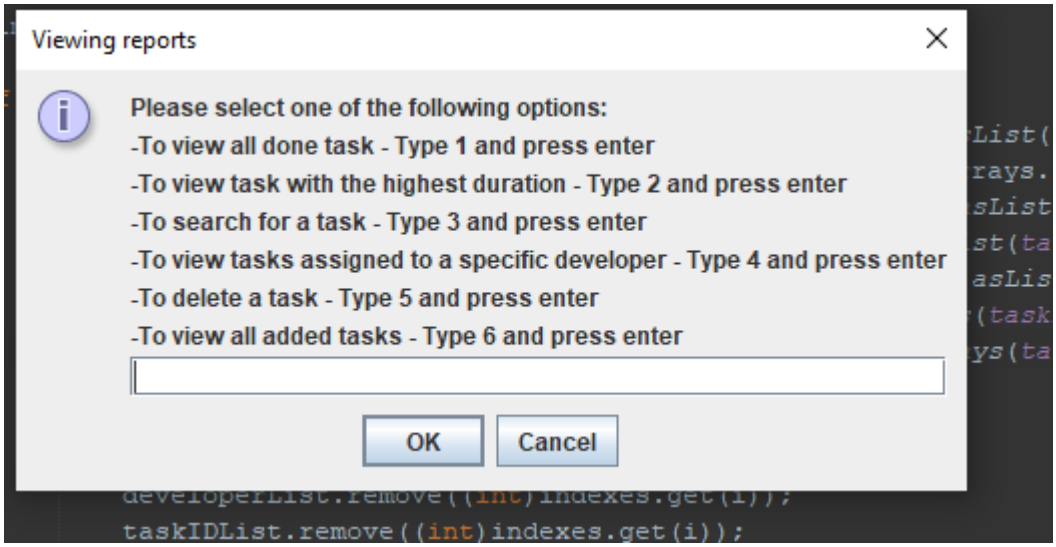

Figure 16: View reports GUI

4.1 View completed tasks

(see Java Parallel Arrays (For Beginners), 2014) After entering 1, the developer names, task names and task durations of all tasks with the status “Done” will be displayed to the user, this is done by searching through array which stores all the task statuses, if the value “Done” is found inside the array, the index of that value gets stored in an arraylist and then the stored indexes are used to display the correct values in the parallel arrays (See figure 17). If there are no completed tasks available to display a suitable error message will be displayed (See figure 18).

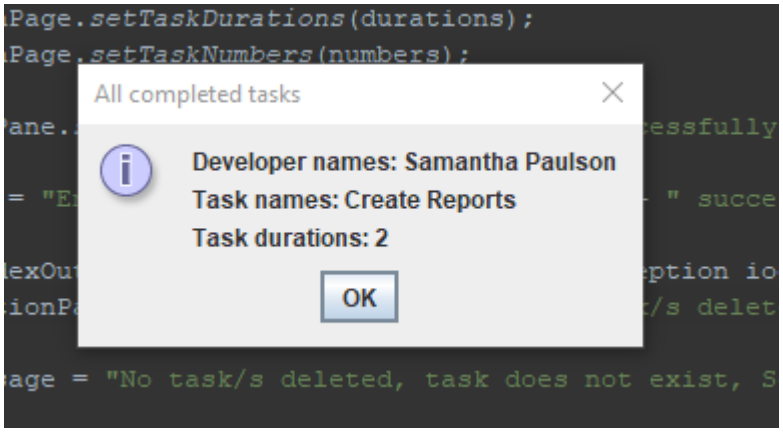

Figure 17: View completed task

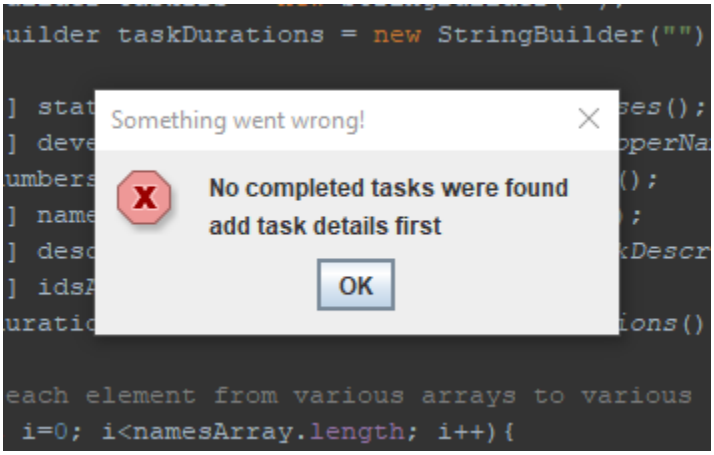

Figure 18: No completed tasks found

4.2 Highest task duration

(see Linear search, 2021) Using the linear search algorithm, the program will search through the array which holds the values of the task durations. The value that all the other values in the array will be compared to is the first value inside the durations array (Durations[0]), if a value is greater than the previous value, it gets stored in a temporary variable and it becomes the biggest value. Once everything is done, the index of the highest value is taken and used to display the parallel developer name and task name (See figure 19). If there are no values to compare to/with (See figure 20) a suitable error message will be displayed.

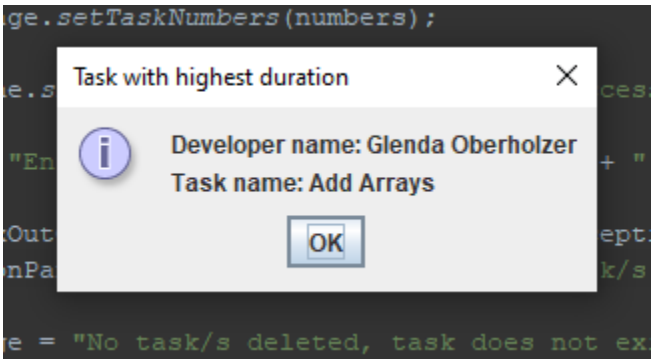

Figure 19: View Highest duration

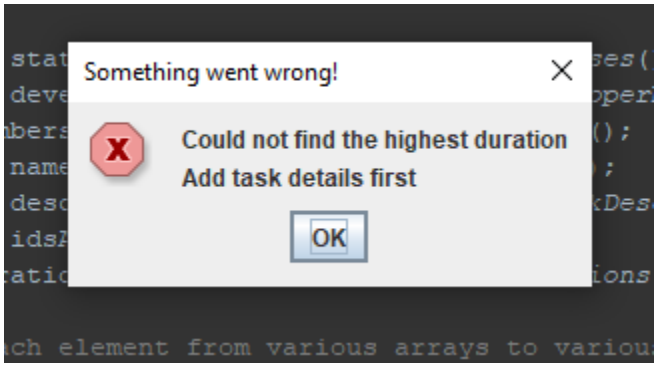

Figure 20: Highest duration does not exist

4.3 Search for tasks

(see Java Tutorial – 01 Declaring Arrays & Accessing Elements, 2016) The user will be prompted to enter the name of the task they wish to view the details of, if the task name exists, the details of that task will be displayed such as the task status and developer name (See figure 21). If the task name does not exist in the array, a suitable error message will be displayed (See figure 22)

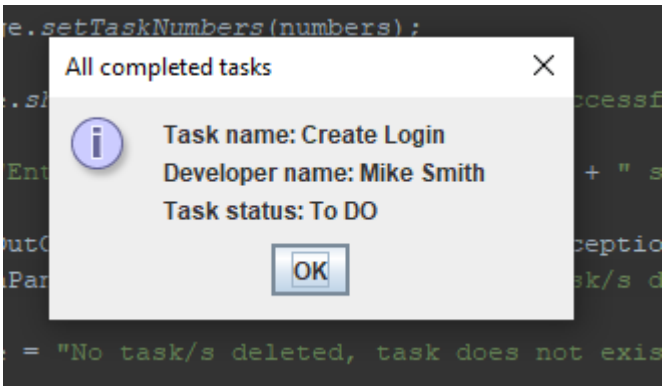

Figure 21: Tasks found using name

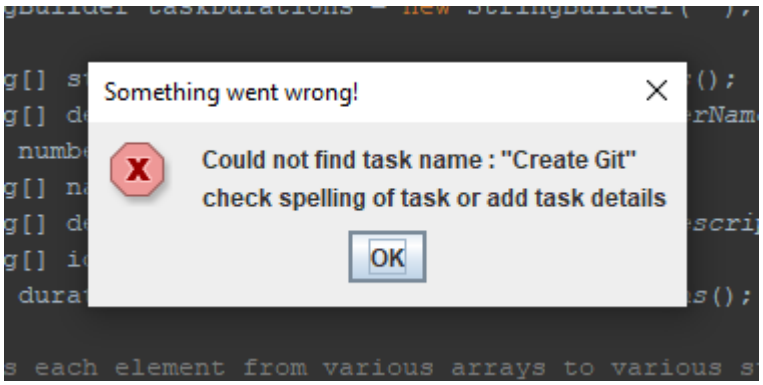

Figure 22: Task name does not exist

4.4 Tasks assigned to developer

(see Java Tutorial – 02 – Using a Loop to Access an Array, 2018) The user will be prompted to enter the name of the developer that is assigned to a specific task. If the developer's name matches a developer name inside the developer array, the parallel details assigned to that developer will be displayed using the index of the developer name inside the developer array (See figure 23). If the developer name entered does not match any names inside the developer array, a suitable error message will be displayed (See figure 24).

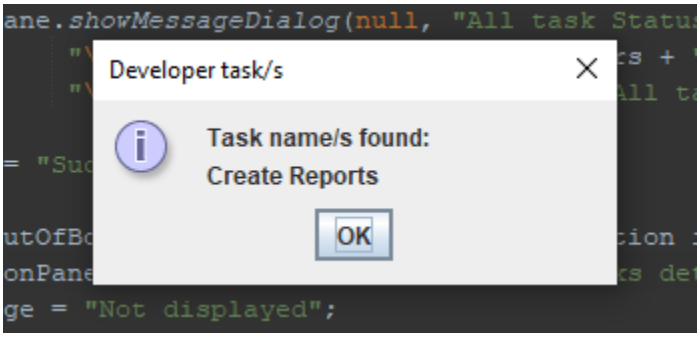

Figure 23: Developer tasks found

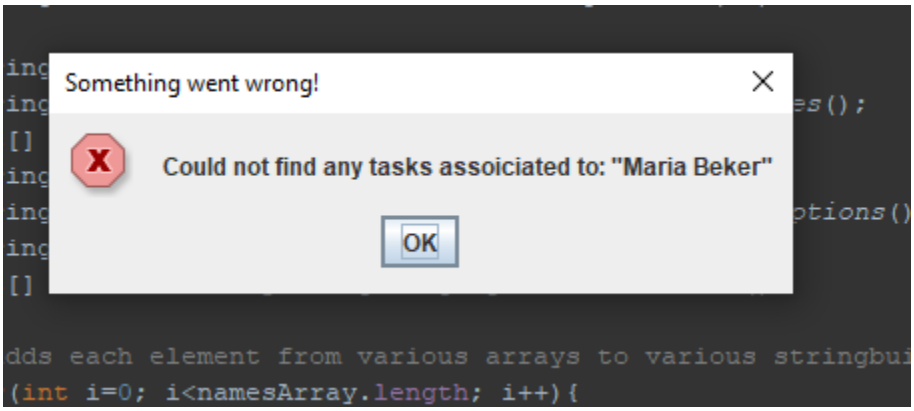

Figure 24: Developer name does not exist

4.5 Delete tasks

(see Java Tutorial – 02 – Using a Loop to Access an Array, 2018) The user will be prompted to enter the name of the task they wish to delete. If the task name matches a task name inside the task name array, the index of that array will be used to delete specific elements with the same index stored in the other parallel array and a message will be displayed to inform the user that the task has been deleted (See figure 25). If the task name does not match any names stored inside the task name array, a suitable message will be displayed to the user (See figure 26).

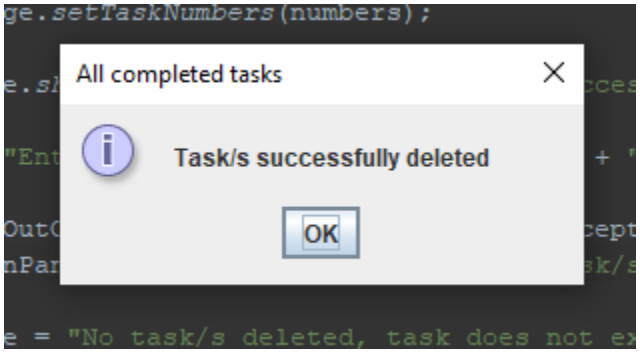

Figure 25: Task successfully deleted

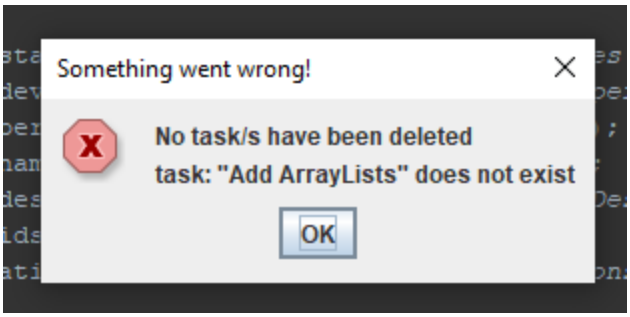

Figure 26: Task not deleted

4.6 View all tasks stored

(see Java Tutorial – 02 – Using a Loop to Access an Array, 2018) If the parallel arrays are not empty, a summary of all added tasks will be displayed (See figure 27). If there are no available tasks details to display a suitable error message will be displayed (See figure 28).

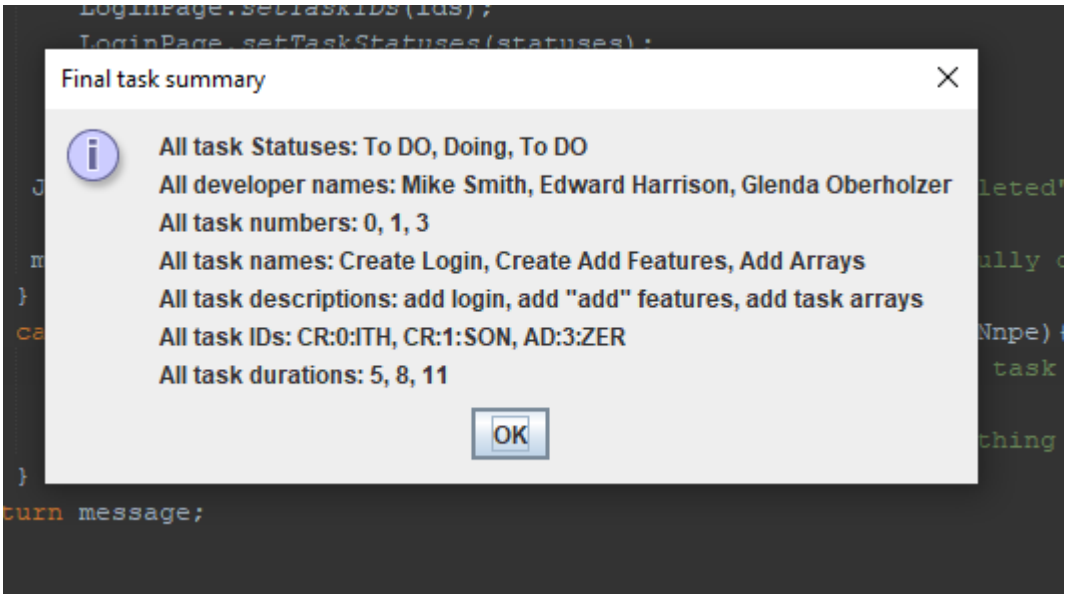

Figure 27: Summary of all tasks

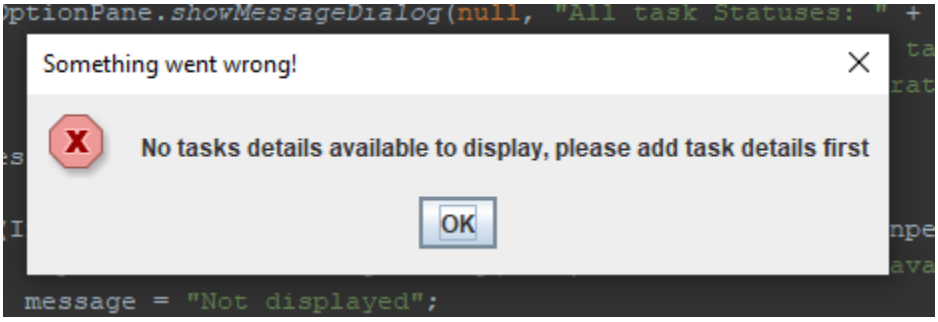

Figure 28: Summary is not available

4.7 Unit tests

(see Test more than one value using a loop, 2022) The program was tested using units test to remove any runtime exceptions errors or any other exceptions errors as well as trivial methods and most bugs.

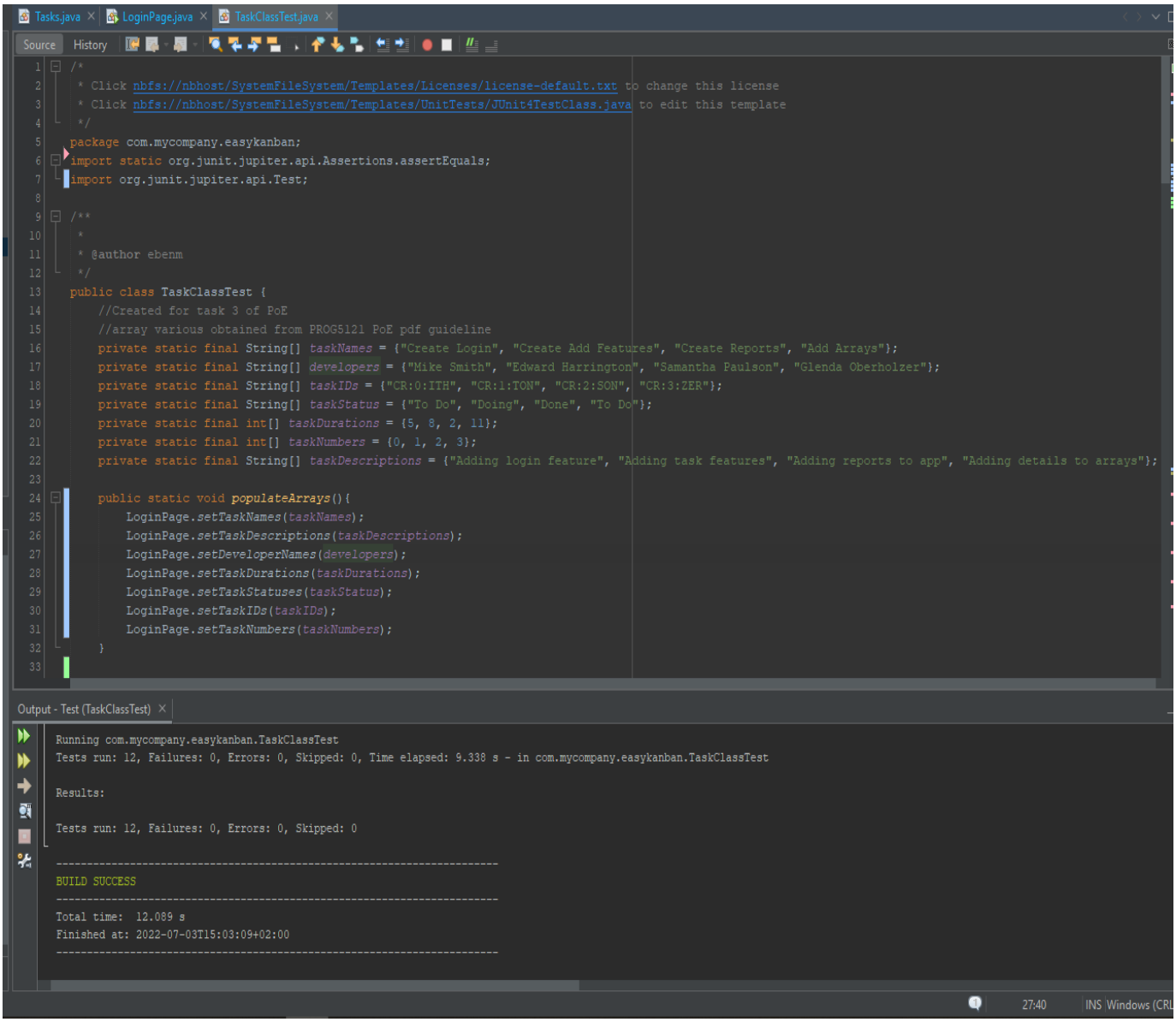

Figure 28: Successful unit test for "TaskClassTest"

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