

Setup.java

```
/*
 * Countries of the World App 1.0
 * Setup.java "Setup"
 * Waleed Gudah
 *
 */

public class Setup {

    private RawData rd;
    private CountryDataTable dTable;
    private TheLog tLog;

    // *****//
    public Setup(String fileName, CountryDataTable table, TheLog tLog) {

        this.dTable = table;

        this.tLog = tLog;

        this.rd = new RawData(fileName, tLog);

        tLog.statusCode("Setup Started");

        getRecord();

        finishUp();

    }

    // *****//
    // This method calls RawData for one Record, then passes the record to
    // the "Table"
    public void getRecord() {

        while (rd.nextRecord() == true) {

            toTable(dTable, rd);

        }

        rd.finishUp();

    }

    // *****//
    // This method is called by getRecord(), it passes RawData's fields to
    // CountryDataTable
    public void toTable(CountryDataTable dTable, RawData RD) {

        dTable.addNode(rd.getCode(), rd.getCountry(), rd.getContinent(),
            rd.getArea(), rd.getPopulation(), rd.getLifeExpectancy());

    }

    // *****//
    public void finishUp() {
```

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```
tLog.statusCode("Setup Finished - " + dTable.getNumberOfNodes()
    + " countries processed");
}
// *****//
}
```