Introduction to all classes

(Add problems if seen)

Drive : start of project

AddPartyView

Description: Creates a popup window with the option to add or remove a patron for a party. It also provides us an option to create a patron which will be in the party. Game is started by pressing the Finished button

Alley

Initialises the ControlDesk with a number of lane for this code value of number of lanes is 3

BowlerFile

Provides us a way to interact with the list of Bowlers in following ways - fetching / updating information of bowlers, adding / removing bowlers

ControlDesk

Represents control desk and carries out functionalities of the program specified by AddPartyView and ControlDeskView

ControlDeskView

Creates view, provides us with an UI for us to add a party or to finish the game. And also provides us with the view of waiting parties and the current lanes assigned

EndGamePrompt

Creates a popup window when the game is over and it provides us the option to restart the game or finish through its GUI interface

EndGameReport

Provides option to print the report or not using a popup window

Lane

Keeps track of the current lanes and simulates the bowling game. It assigns lanes to parties, computes the scores, designs the functioning of the game(ensures everyone is getting their turn at the right time)

LaneEvent

Holds the values which define a lane like the frame number, current bowler, throw number and all.

LaneStatusView

Creates the view shown in the center of the ControlDesk where things like current bowler in each lane, lanes, pins down and etc are shown. It also provides us with an options to see pins status

LaneView

Creates view for the number of pins down in each throw for each player

NewPatronView

Creates view which lets us input the details about the new patron we are registering

Pinsetter

Simulates the dropping of pins in the lane by updating the states of each pin. Results are randomly generated for each throw

PinsetterView

Creates view which shows the status of pins so we can see what's going on the Lane

Score

Sets the scores for the players in a game

ScoreHistoryFile

Updates the scores in the .DAT file which contains history of scores for each player

ScoreReport

Generates the report for each player at the end of a game and prints/emails it. It includes the current score and previous scores for the given player