

Model, View, Controller – Design of the program GUI. Single model, Several Views, single controller – Classes. Read in text file, Importing. Read in from object I/O, Loading. User entered data, Entering – Buttons. + Story length, 2 newsMakers – Data checks. Relevant Display views – Classes. Selection View – Default view for user – Class. Title, Menu bar, file menu, news maker menu, news story menu, display menu, content pane, 2 scrolling lists – Variables for selection view. No initial data, sorted and selectable – Default behavior. File Menu has 4 different sub menus – Load, save, import, and export. Load or import, File picker and ask file type – View. Save and export, file picker – View. Tool tips – Variables for inactive menu selections. NewsMaker menu – menu variable. Add newsmaker, edit NewsMaker, Delete NewsMaker, Delete NewsMaker List – 4 menu variables and also submenus. NewsMakerEntryView – View Window for user to add newsmaker. NewsMaker Edit View - View Window for user to edit NewsMaker. Remove from story – Button for taking story from newsmaker. Multiple edit views for multiple news makers. NewsStory menu with Add newsStory, edit news story, sort news stories, delete news story, and delete all news stories. – 5 subclasses for newsstory Menu. News Story Entry View – View Window Adds news story of all types. News Story Edit View – View Window Edits news story of all types. Sort Stories – Subclasses – length, Subjects, Sources, Topics, Date/Time. Delete NewsStories – Deletes the selected newsStories from list – Variable. Delete All NewsStories – Deletes all NewsStories from list – Variable. Displays – piechart and text – Display Views classes. Piechart – Shows a piechart representation of output that user has specified. Text – Shows a text representation of output that user has specified. Data is automatically updated. Only selection View exits program. NewsController Controller Class.