

CS 3330 Final Project Documentation

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UI Development: The application's user interface was created using JavaFX and Scene Builder. The two .fxml documents I created are LoginPage.fxml and LogViewer.fxml

Architecture:	Model	{ Log.java }
	Views	{ LoginPage.fxml, LogViewer.fxml }
	Controllers	{ LoginPageController.java, LogViewerController.java }

Required Elements:

1. Classes

- a. SceneSwitch.java, Log.java, Gtsfq5FoodLogger.java

2. Subclasses

- a. LogViewerController.java and LoginPageController.java are subclasses of SceneSwitch.java

3. Abstract Class

- a. SceneSwitch.java – Controls the switching of scenes after login.

4. Interface

- a. AlertInterface.java – Controls various alerts throughout the project.

5. Collection Class

- a. A HashMap is used on line 22 of the SceneSwitch.java class which holds the controllers for when the scene is ready to be switched.

6. Exception Handling

- a. Exception handling is used throughout the program with try – catch statements. These can be found in LogViewerController.java starting at line 107, 139, and 176, and in SceneSwitch.java starting at line 32.

7. Defined Model

- a. Log.java which contains the getters and setters for the various text areas within the program.

8. Multiple Scenes

- a. The two main scenes in this program are the login scene and the food log scene. The program begins with the login scene, which is switched once the correct login credentials have been input. SceneSwitch.java is what controls the switch, while LoginPageController.java controls if the correct login information has been input starting at line 25.

9. About Section

- a. An about section can be reached from the “Help” -> “About” tabs in the menu bar, which was created in Scene Builder, and controlled in LogViewerController.java starting at line 196.

10. Save and Load Data

- a. Save data and load data is controlled in LogViewerController.java starting at line 165 in the handleSave() function where the text area values can be saved to a file, then loaded using the handleOpen() function starting at line 134.

Code Credit

1. Running date and clock started using a thread in LogViewerController.java starting on line 106.
 - a. Somsubhra1 – Digital Clock: <https://github.com/Somsubhra1/Digital-Clock-JavaFX/blob/master/src/application/Controller.java>
2. Saving and loading data
 - a. Loading and saving data in LogViewerController.java and Log.java was created using the SerializationExample we did in class.
3. Switching scenes
 - a. The SceneSwitch.java class and functions was taken from the SwitcherExample also done in class.