

Console Base Clock App (PLUS GUI)

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PATH: BACKEND DEVELOPMENT USING JAVA

PROJECT: FINAL DELIVERABLE



Project Objective

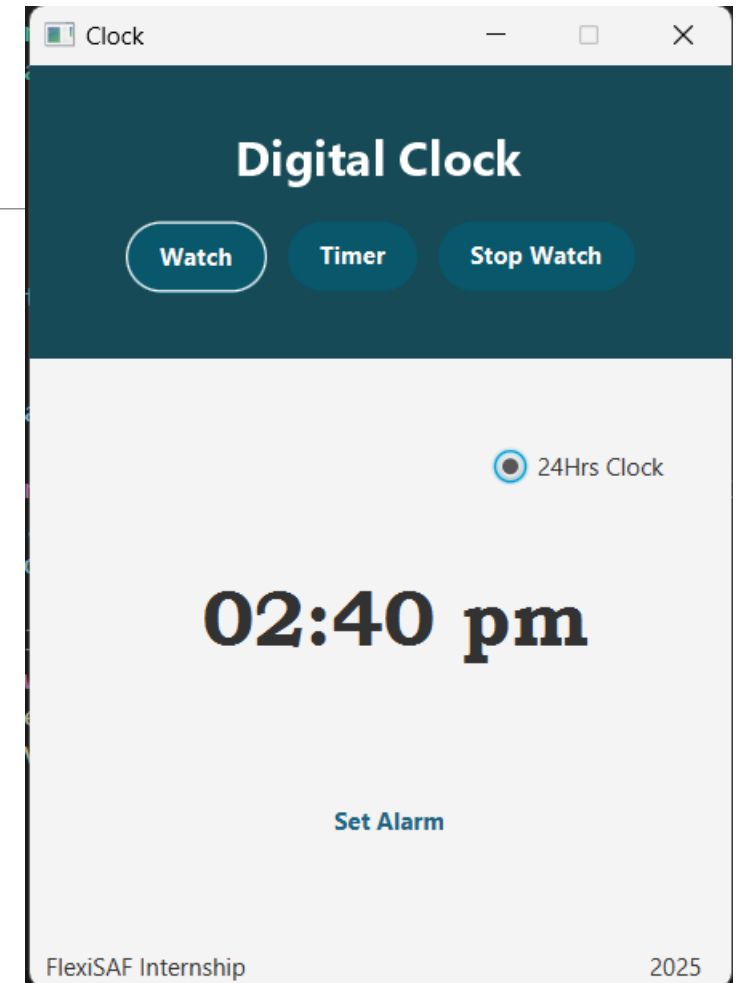
CONSOLE BASED APPLICATION

- watch mode: display the current time (hours, minutes, seconds)
- stopwatch mode: start, stop, reset elapsed time
- timer mode: set a count down and display the remaining time

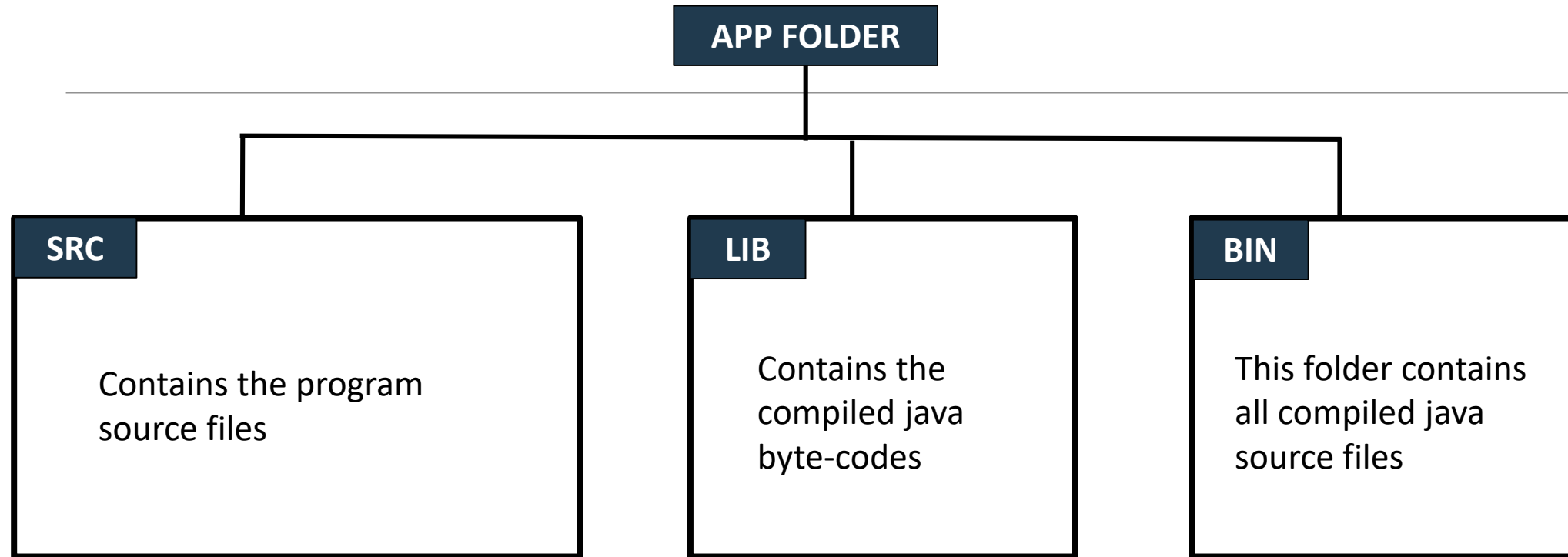
KEY FEATURES

- Object oriented programming concept
- Use of the scanner class for input
- use of threads

All modes handle user input for mode selection and control commands



APP FOLDER STRUCTURES



APP FOLDER STRUCTURES

SRC

App.java
AppConsole.java
styles.css

modes

stopwatch |-- Stopwatch.java
timer |-- CountdownTimer.java
watch |-- Watch.java

utils

MaxValueFilter.java
InputParser.java

FXMLScenes

mainScene.fxml
stopwatchScene.fxml
timerScene.fxml
watchScene.fxml

Controllers

AlarmSceneController.java
MainController.java
StopwatchSceneController.java
TimerSceneController.java
WatchSceneController.java

utils

Utility classes

