Project 1

The changes from the initial UML to the final UML were made when I realized that the program was not going to work in the structure that I had setup on paper. When working with swing the classes need to inherit the properties of JFrame and JPanel to be constructed procedurally over each other. It didn’t make sense without a fourth class that I called GUIFrame, which is only for instantiating the frame. It made the code cleaner. Also, the ContactList class becomes a JPanel. I create a lot of other JPanels inside that class, but it allows me to use ContactList as a container for the other JPanels. The buttons use anonymous method to setup their actions, and this is where the work of pushing the button is handled via the “actionPerformed” exception. The selection sort() algorithm is contained in a method of its own. The growArray(Contact[]) is an algorithm for growing\*2 and replacing the array. It is much simpler than I first imagined, and it didn’t take very long to code. It was done in a day.