

Contributions to the project

Denis is implementing GUI in LibrINNO project in my team. To implement I use JavaFX with SceneBuilder, included in IntelliJIDEA. SceneBuilder generates .fxml file, which is connected to .java by FXMLoader. To realize actions for functional elements, new .java classes controllers are created for each scene and then .fxml file is connected to controller.

Arthur is working on logic and back-end of project. He provides to Denis access to database throw Oleg's implementation of class FcukBase. Arthur has 4 main classes: User, Document, Patron, Librarian. Patron and Librarian inherit from User. Arthur's class Patron provide Denis opportunity to book documents for patrons in library system. Also it allows to see information of patrons by getters. Document class provides access to information about all documents in database. Librarian class allows Denis to add/modify/delete user/document information, also check out documents to patrons and return book to library from them.

Oleg is implementing the database itself and the connection to it via java class. In database we store data in different table. Each table contains information about different aspects that needed in our project. Data about users is stored in Users table. Data about documents is stored in Documents and etc. To get information from tables Oleg implemented the class FcukBase. It provides you with the pure access to all information stored in database. Oleg provides this information to Arthur so he can use it later. Moreover, if you are wonder what which method does you can glance at the interface of the mentioned class.