

Responsibilities

I will write about our two classes the Translator and GUI classes.

Our Translator class is the controller of our program that has all required interface methods from the WordPairControlInterface implemented. The class is connected to our GUI class as an object named “trans”.

Our GUI (Graphical User Interface) class, which is also the programs main class, is the class that shows the user the graphical output as well as collecting the users input that it sends to the controller for computation. The class has been made so that it does not run any methods that has to do with actual file handling or other translation code, but only its code that deals with the input and output from and to the user.

The main reason for this was so that the GUI is usable with another similar program from another team that also implements the methods contracted by the “WordPairControlInterface”.

J-unit tests

The first test failed 50%

Most errors are from loops that are based around having a large word pool (with varying sizes). It now has escape functions in situations where very few pairs are added.

Our add function cleared the ArrayList to easier add smaller bits, but this part was moved to the GUI.

The last J-unit test:

We hit 100% - the major improvement after the first test was the filename. We had it hardcoded and overwritten several places. Now it will overwrite, but only with function given commands.

Also removed an instance where "question" was able to return null in a large while loop, why is still a mystery since the getQuestion(getDanishWord) method worked flawlessly.