

In phase 2, we addressed all of the issues that our TA pointed out during Phase1:

1. We did reduce the size of the getCommand method in the CommandFactory Class by storing a Map<String,ICommand> but we end up not needing the command classes because we implemented a GUI.
2. From one of the project meeting, our TA suggests us to keep using .ser file to save information due to our small group size (4) and time constraint. So we didn't implement a data base.
3. We handled the ClassNotFoundException thrown by the read method in NotificationCenter.java by displaying an message on the GUI for user to see.
4. We realized that there are no essential difference between the message and content fields of Notification so we decided to make content only represent the URL of the song the notification sender is recommending.
5. We removed the redundant setters in the Notification class.
6. Fixed some loose ends regarding Javadoc.
7. Renamed recommendByAvgRating to RecommendByAvgRating to follow java naming convention.
8. In the IGateWay.java, we documented why the readNotification class return a ClassNotFoundException.
9. No class with layer lower than GUI will print directly to the terminal. The GUI now only interacts with the language(presenter), controller, and gateway classes;
10. User entity now does not know the logic for ban durations.