DESIGN DOCUMENT

Problem: Project 1 MP3 Tracker

List of Inputs, Outputs, and Processing Required

INPUTS

- UserName
- Menu Option
- Song Title
- Artist
- Song Release Date
- Playback Time
- Genre
- Download Cost
- File Size
- File Path

OUTPUTS

- Song Title (When Displaying MP3)
- Artist (When Displaying MP3)
- Song Release Date (When Displaying MP3)
- Playback Time (When Displaying MP3)
- Genre (When Displaying MP3)
- Download Cost (When Displaying MP3)
- File Size (When Displaying MP3)
- File Path (When Displaying MP3)
- UserName (Upon Exiting the Program)

PROCESSING

NA

Identification of Classes and Their Responsibilities

Class name: MP3

Responsibilities:

- Initilize Song Title
- Initilize Artist

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- Initilize Song Release Date
- Initilize Playback Time
- Initilize Genre
- Initilize Download Cost
- Initilize File Size
- Initilize File Path
- Initilize UserName
- Allow for creation of copy of attributes for user to input attribute
- Create method to display mp3 attributes in string format

Class name: MenuDriver

Responsibilities:

- Gives User access to menu choices
- Allows creation of username
- Allows user to create a new MP3 File
- Allows user to Display the created MP3 File
- Allows user to select option to quit program

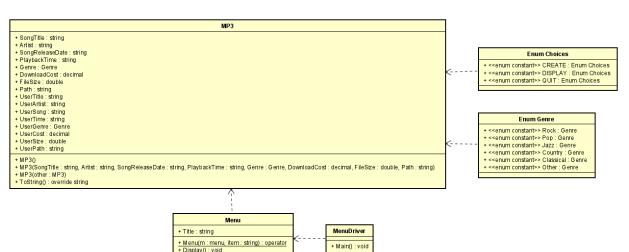
Class name: Menu

Responsibilities:

- Creatse choices for MenuDriver class
- Allows user to only enter choices displayed on menu

UML Class Diagram

This diagram may omit common methods that essentially all classes have such as constructors and getters/setters, but they must be present in the code.

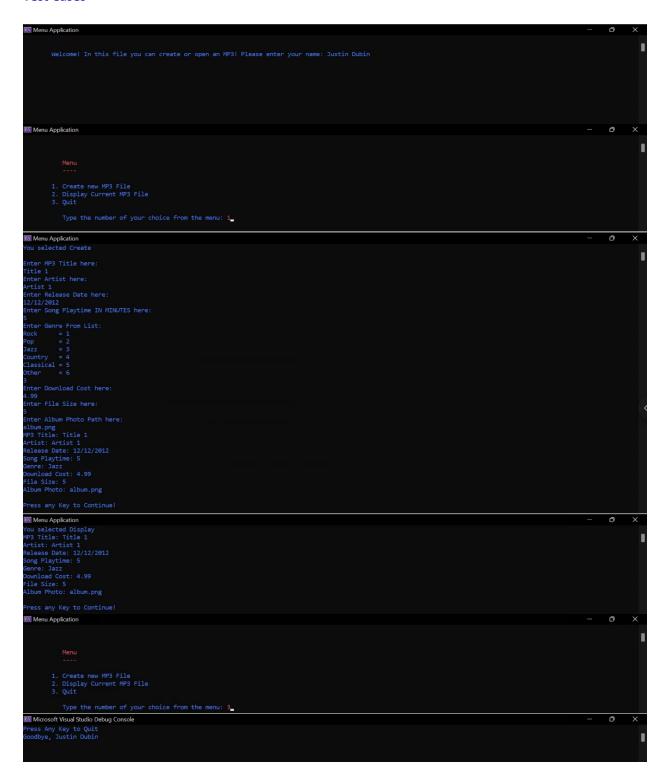


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Algorithms

NA

Test Cases



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Justin Dubin 25 SEP 2022

After User gives name, they are prompted to make an MP3 with option 1. If they try and display an MP3 before it is created (option 2), they will be prompted to go back and use option 1 to create an MP3. When the user is done, they can press option 3 to quit and they will receive a goodbye message with their username personalized.