**GROUP 14** 

**EECS 2311** 

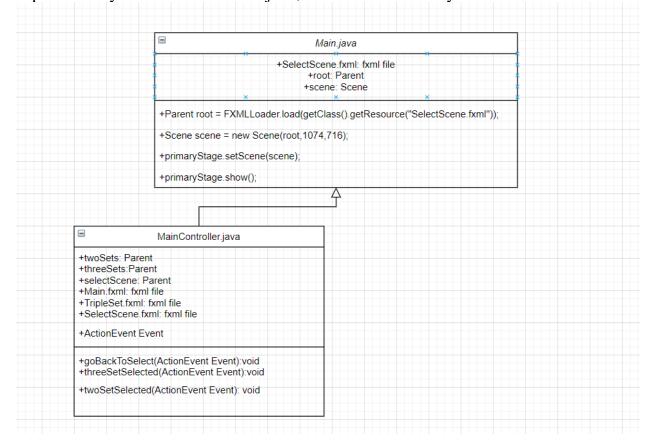
Prof. Vassilios Tzerpos

2020-03-22

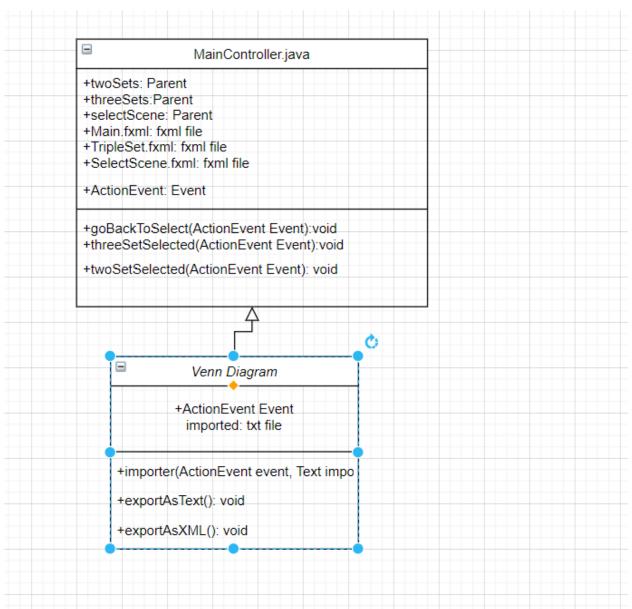
## **Venn Design Document**

## **Important Classes and Interactions**

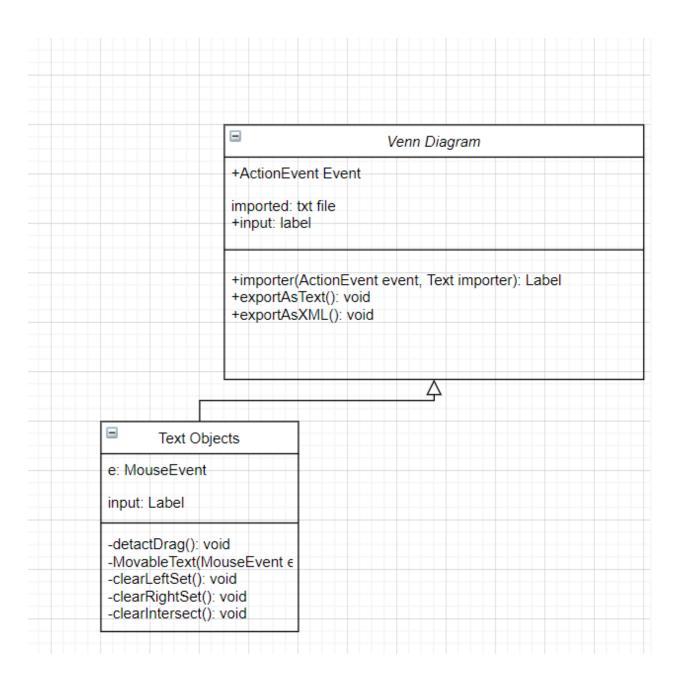
Main.java is the main file that is run when the user opens the jar file, this is superseded by the MainController.java, which controls every other function.



User would first select whether they want a 2 set or 3 set venn diagram, which the main controller then uses and opens up the corresponding fxml file, which also points to certain methods inside the MainController.java when used.



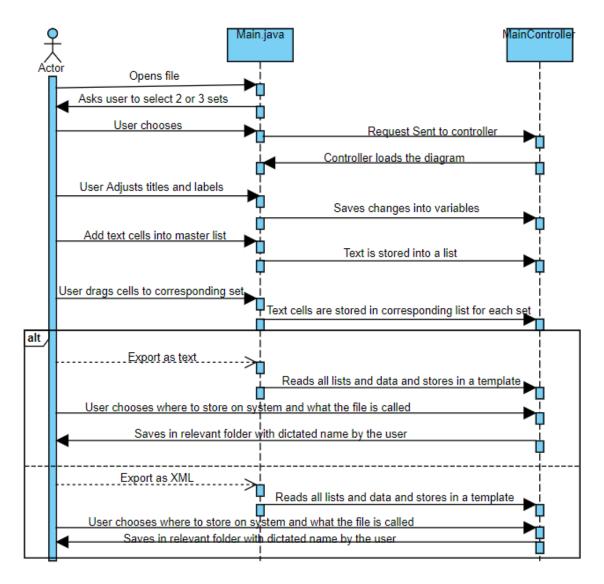
User can then create a venn diagram, which has 2 main data functions, the function to export and the function to import. The user can export as either a text file or an xml file, and the user can only import an xml file.



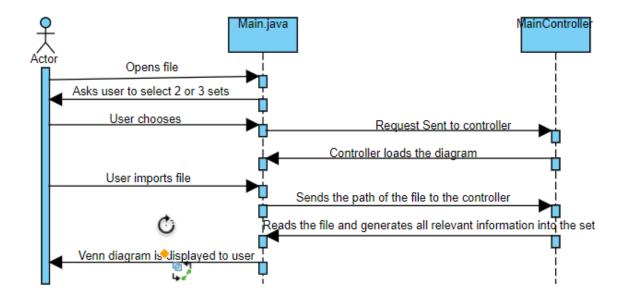
The text objects have many functions to them, they can be dragged anywhere, edited on the fly, placed in a different set separately or all together, deleted individually or deleted as a set. The text objects are used within the venn diagram and all the venn diagram main functions supersede the text object functions.

## **Everyday Scenarios**

These are everyday scenarios that the program is expected to handle.



The user opens up the program, selects what type of set they'd like, edit it and build it to their hearts desire, then choose to export the diagram as one of two options, either as a txt file or as a xml file.



The user imports a file that they've been working on, and then they follow the same scenario after where they edit to their hearts desire and then they export it as a file.

## **Maintenance Scenarios**

If the file importing capabilities want to be modified for other formats, the programmer in charge of that must edit the importer() function, as this is in charge of reading the file and substituting the cells into their corresponding sets. As well, if they decide to edit the export function, then they must edit the export functions similarly. However, it is not recommended to edit the text object functions yourself because there are multiple methods that depend on it, and by editing one, the others may break. The number of set choosing functions can be found in Main.java, and the beginning of the MainController.java file, where they can be edited as seen fit. However, be sure to create a button that allows the user to move to any stage at any time. Finally, the fxml files can be edited at will, be sure to utilize scenebuilder as it is what has been used to edit it.