VideoMetadataEditor (1.11)

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Sections

Section 1. Description

The purpose of the program 'VideoMetadataEditor' is to simulate an online video database. It provides an event-driven interface to add, delete, edit, load, and save videos.

It should be noted that this program does not user real videos. Any object that can contain some fields of metadata is enough to satisfy my purpose.

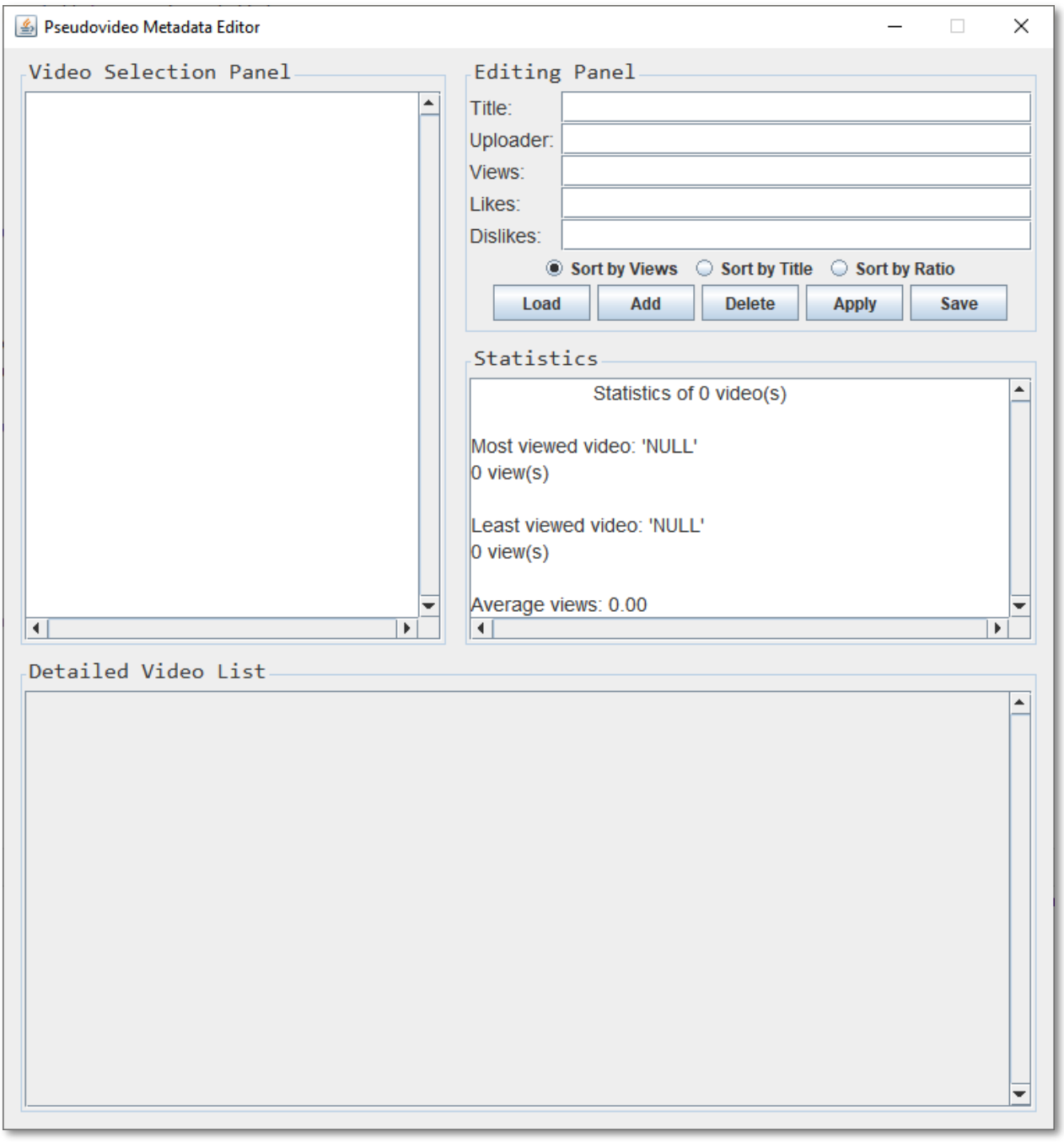
<Video>

```
String title
String uploader
int views
int likes
int dislikes
```

The program is written in Java language, and compiled using Java Compiler 15.0.1. Attempts to compile the given source code with a different compiler may result in unexpected or undefined behavior.

Section 2. Features

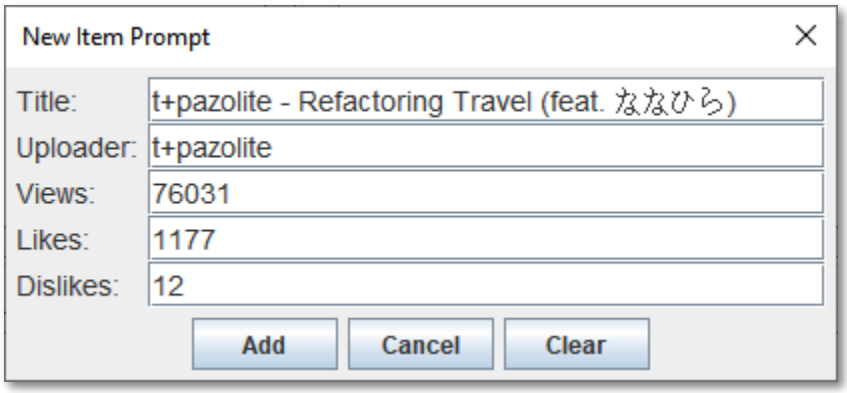
When the program is launched, an empty frame will be shown. From here, the user can perform various actions such as adding new videos, deleting existing videos, writing to an external file, etc.



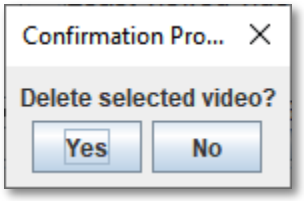
(The initial frame at program launch.)

Adding/Deleting Videos

To add a new video to the list, click the [Add] button in the [Editing Panel]. A prompt containing 5 textfields will appear. Simply enter the video metadata[1] into the fields and click the [Add] button.



As opposed to adding, the video can also be removed from the list. To delete an existing video, select the desired video from the [Video Selection Panel], and click the [Delete] button. A prompt asking for confirmation will appear. Click the [Yes] button to confirm the deletion.

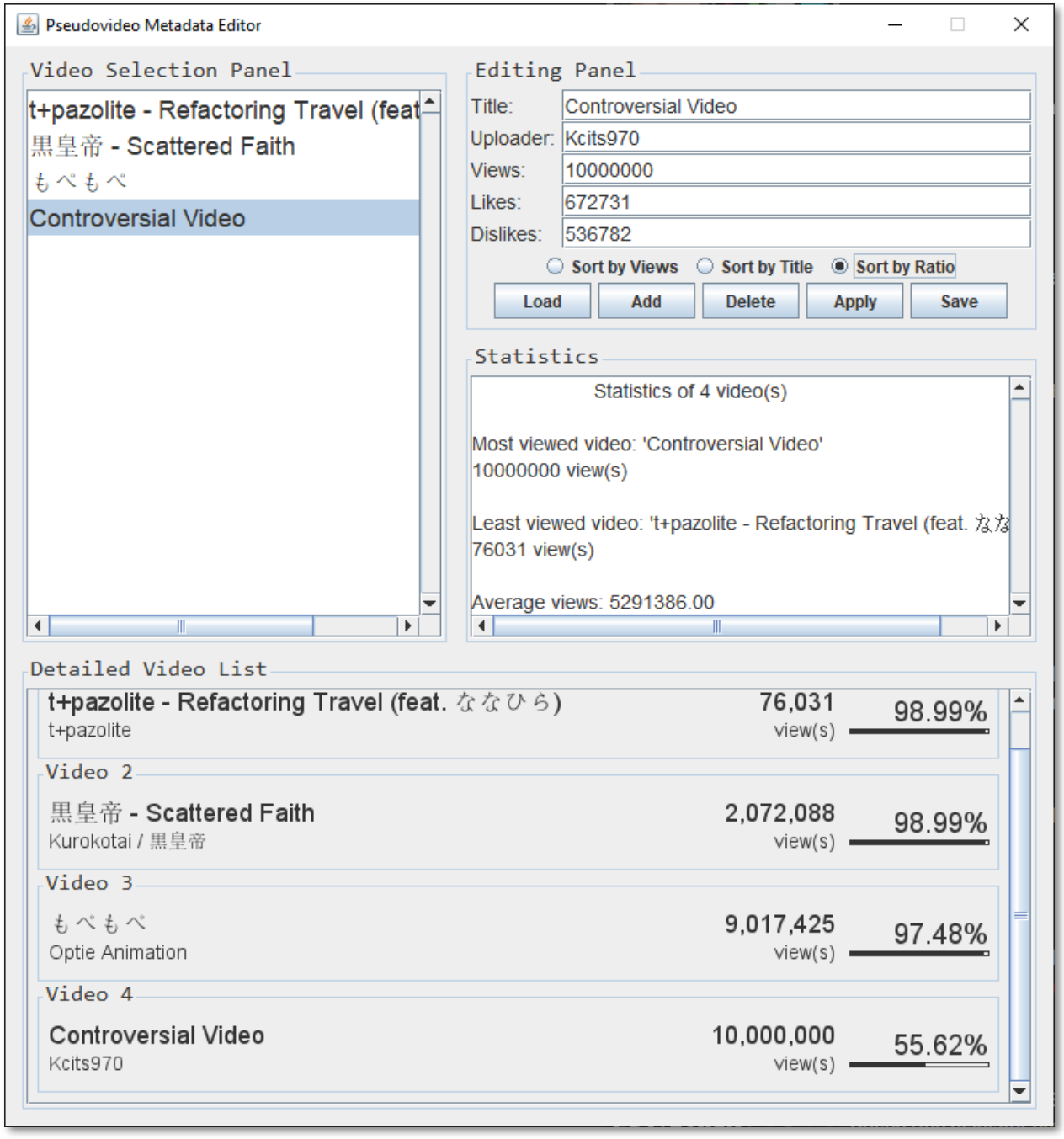


Editing/Sorting Videos

The process of editing or sorting is quite straightforward. To edit a video, select any video from the [Video Selection Panel] and modify the values of the textfields in the [Editing Panel]. The changes will only apply if the user clicks the [Apply] button. If any other action is performed without applying changes, the entered information will be lost.

[1] The metadata doesn't necessarily have to be from a real video. This program is for simulation purposes only, so any inputs are completely fine.

The user may also want to sort the list in a different order. Simply click any one of the radio buttons to sort the list in a specific order.

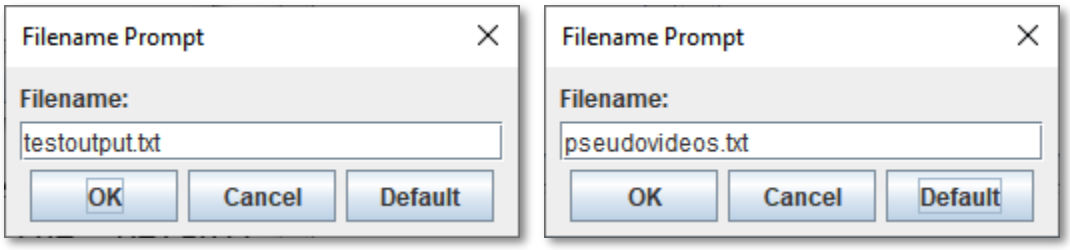


(The frame after adding 4 videos and sorting them by ratio[2].)

[2] 'Ratio' refers to the like/dislike ratio in terms of likes.

Saving/Loading Videos

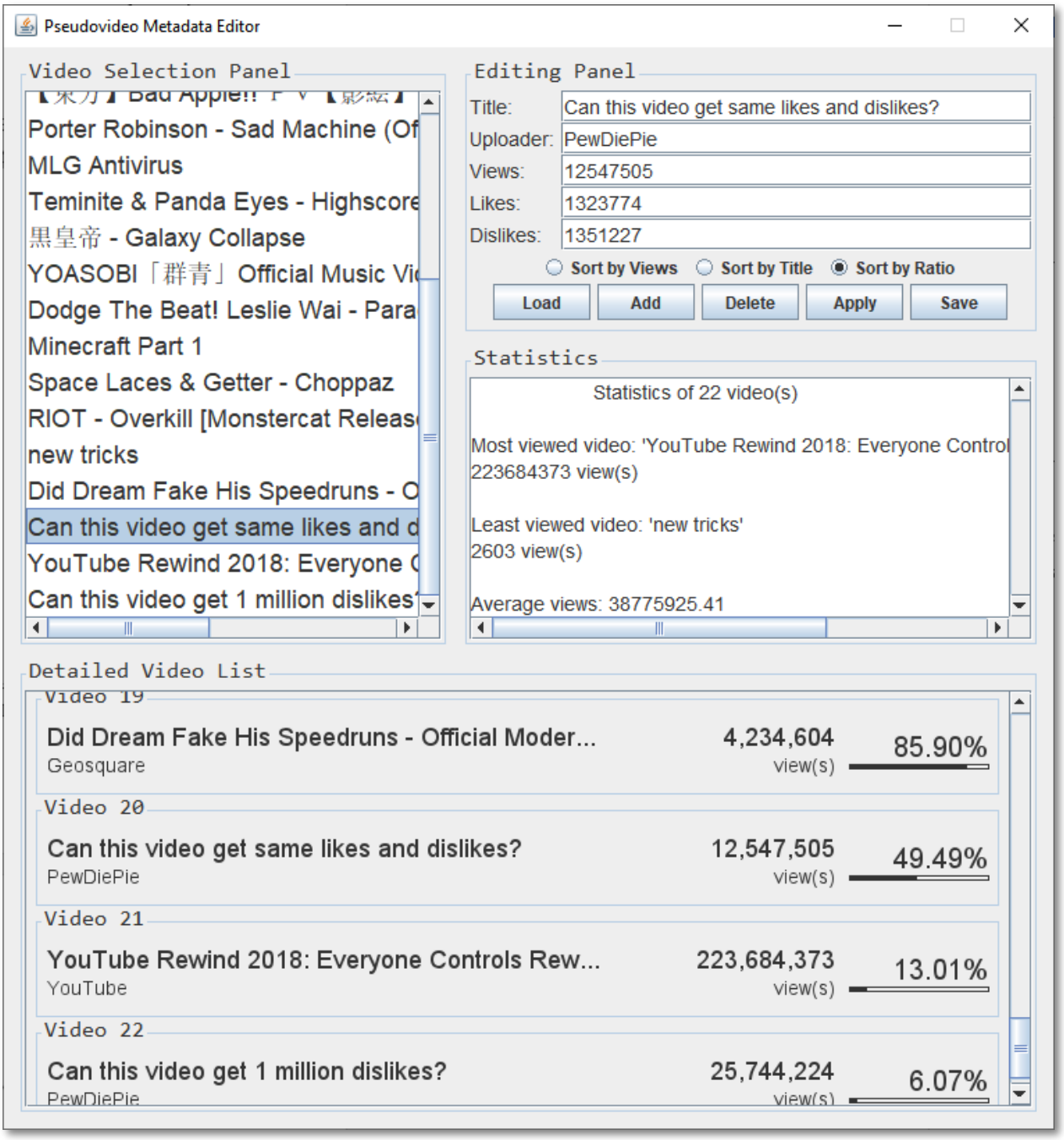
The program also supports loading and saving videos to an external file. To save the current status, click the [Save] button in the [Editing Panel], which the program responds with a filename prompt. From here, the user can enter a desired filename, or use the default filename by clicking the [Default] button[3].



Click the [OK] button to save the file. If successfully saved, the file with the inputted name will appear in the directory of launch.

Loading videos from a file is very similar to saving. Simply click the [Load] button, and follow the same process. If the file-IO succeeds, the list should update with the contents of the specified file.

[3] Clicking the [Default] button will simply put "videos.xml" into the textfield. It does not automatically close the prompt and save to the default location.



(The frame after loading videos from the default location and sorting them by ratio.)

Section 3. File Format

The files that are used to save/load videos follow the XML syntax. Here's an example of one.

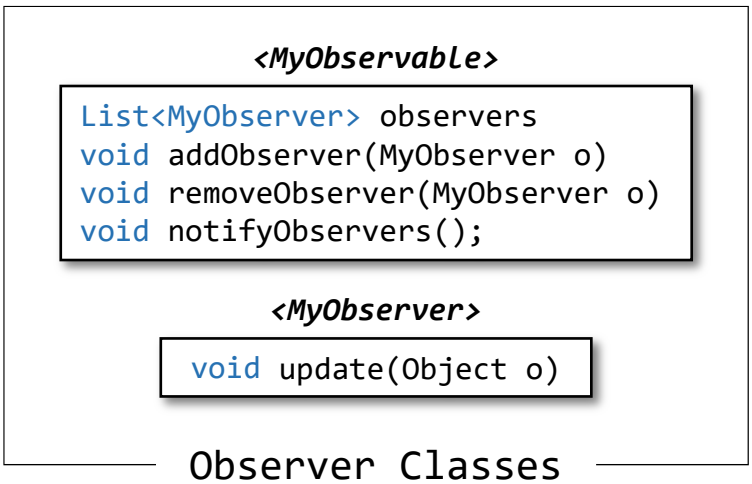
```
<?xml version="1.0" encoding="UTF-8" standalone="no"?>
<videos>
    <video>
        <title>Koxx - A Fool Moon Night</title>
        <uploader>Everoid</uploader>
        <views>3841426</views>
        <likes>73616</likes>
        <dislikes>542</dislikes>
    </video>
    <video>
        <title>Space Laces &amp;amp; Getter - Choppaz</title>
        <uploader>UKF Dubstep</uploader>
        <views>502969</views>
        <likes>12228</likes>
        <dislikes>248</dislikes>
    </video>
    <video>
        <title>Dodge The Beat! Leslie Wai - Paradigm [a void and ESC ape] 0.00%
1x100</title>
        <uploader>R eg</uploader>
        <views>100470</views>
        <likes>2247</likes>
        <dislikes>38</dislikes>
    </video>
</videos>
```

The elements should be self-explanatory, but I will leave a brief explanation of each element below.

videos	The root element of the tree.
video	Indicates a video object.
title	The title field of a video.
uploader	The uploader field of a video.
views	The number of views of a video.
likes	The number of likes of a video.
dislikes	The number of dislikes of a video.

Section 4. Design Pattern

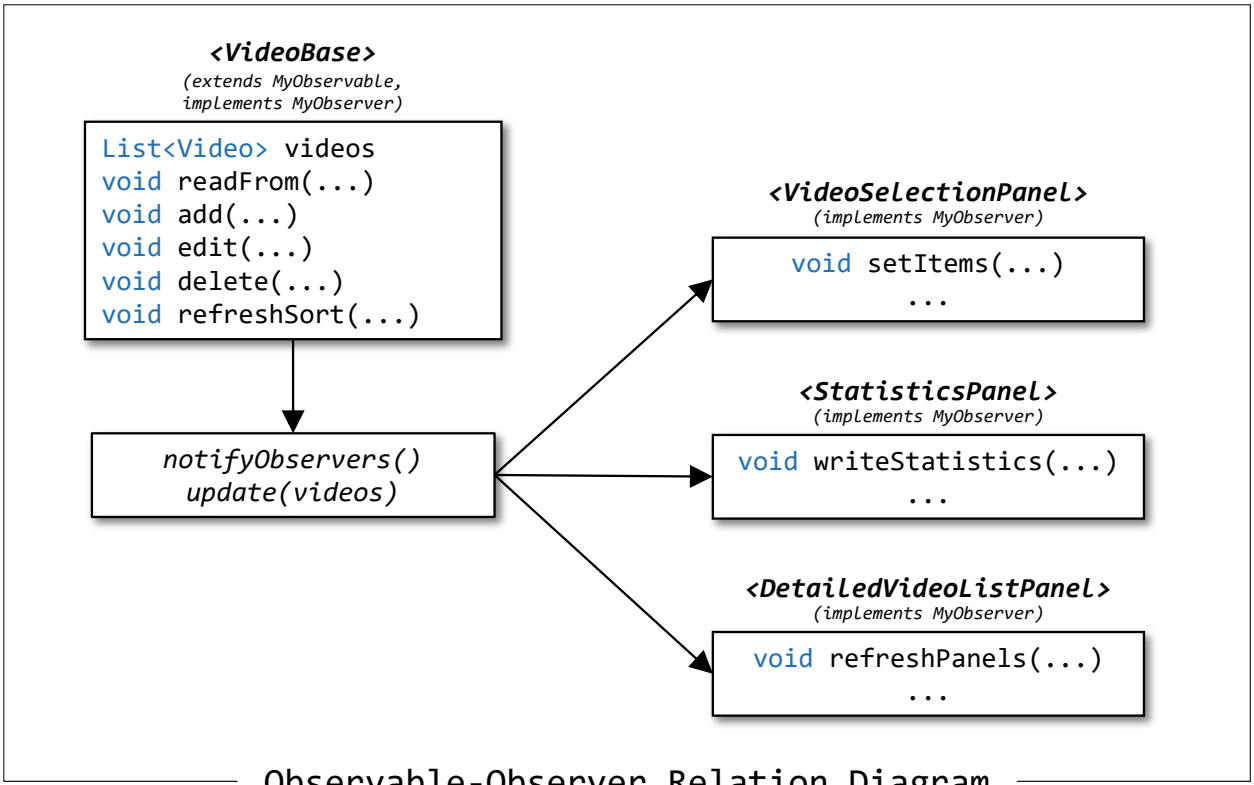
This program follows the observer pattern. I've implemented two classes to follow this design pattern[4].



Observer Classes

In this program, the frame classes need to refresh themselves every time `VideoBase` changes. The changes include: adding/deleting videos, changing the sorting order of videos, and changing the metadata of a video. The diagram in the next page illustrates how this pattern applies to the program.

[4] Since the release of Java 9, the observer classes from java.util have been deprecated. To go around this issue, I simply rewrote the classes on my own. MyObservable replaces java.util.Observable, and MyObserver replaces java.util.Observer.



Observable-Observer Relation Diagram

The frame classes[5] are registered as the observer of `VideoBase`. The call to any method that modify the contents of the base consequently invokes `notifyObservers()`, which allows the frame classes to correctly display the latest data.

[5] VideoSelectionPanel, StatisticsPanel, DetailedVideoListPanel