Documentation

Implementation Report

Ecommerce Site Assignment

# Documentation:

I did my best to document what each different method did and if there was any specific code in the method or anywhere else I thought demanded a more through explanation I would elaborate at that piece of code.

# Testing:

I have not been able to implement any unit testing as I am not entirely sure how to make it work as of now. I would have used time to figure it out, so I could make some unit tests, but I was under time pressure, so I decided to leave them out. On the other hand, I did a lot of “playtesting” going through the program typing in different things in the input fields to see how the program reacted, and through that I think I fixed most of the problems with the program.

# Data Structures Usage:

I use maps to store the login information along with the product and quantity of the product in the shopping cart. The inventory in general is stored as an ArrayList .

# General Structure & Algorithms:

I wanted to separate the model, view & controller classes into different packages but as I found out there was a problem for SceneBuilder with connecting ids from the controller with the fxml file if the fxml file and the controller file wasn’t in the same packages. Therefore, I resorted to just putting them all in the same folder.

I my program the InventoryController and CredentialsController both have two different screens. I did this because I thought it would be easier for me because I had to access the same data in both screens. I later found out that I could easily separate the controller into two, so the screens had their own individual controller by simply loading the xml file again, but because of time pressure I decided to leave it as is.

# Sorting Algorithms:

I used bubblesorts and Collections.sort & .reverse to sort through and order my ArrayLists before using them for whatever purpose.

# User Interface:

I made the entirety of the UI by myself using SceneBuilder. Most of the CSS styling used for the UI was found on the internet, the buttons and the hover effect along with the font style used for the UI was copied. I made the headline on the HomeScreen and the adjusted the font size of the different feedback labels to match the message output, so you can see the whole text.

# Data Persistence:

All data is saved in xml files as soon as they are created, updated or deleted. This happens in all those methods individually. The loading of the files happens in the constructor methods.