CSE360 Final Project Report Fall 2019

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Section 1: Overview

The purpose of the program is to format a text file given by the user to their specifications. The user will enter the filename of the file that they wish to be formatted and the filename of the output file which the formatted text will be written to. Within the input file, the user must enter the specifications of the format by using flags, all the acceptable flags are listed below. **Note**: Flags are not case-sensitive. And once the input file is processed and read-in correctly, it will output the formatted text to be displayed as well as writing to the output file. If the program cannot process the file or output to the file it will print error messages, allowing the user to clear and try again.

Acceptable Flags:

- -R: Right-justify text
- -C: Centered text
- -L: Left-justify text
- -T: Creates title, reads in next line and centers the text
- -N: Removes indentation
- -D: Double spaced line spacing
- -S: Single spaced line spacing
- -I: Indents the first line by 5 spaces, only left-justification
- -B: Indents every line by 10 spaces
- -E: Outputs a blank line which only applies to one column
- -2: Formats text into two columns, 35 characters in each column separated by 10 character-longed spaces
- -1: Formats text into one column which can be left, right, or centered justified, but not indented.

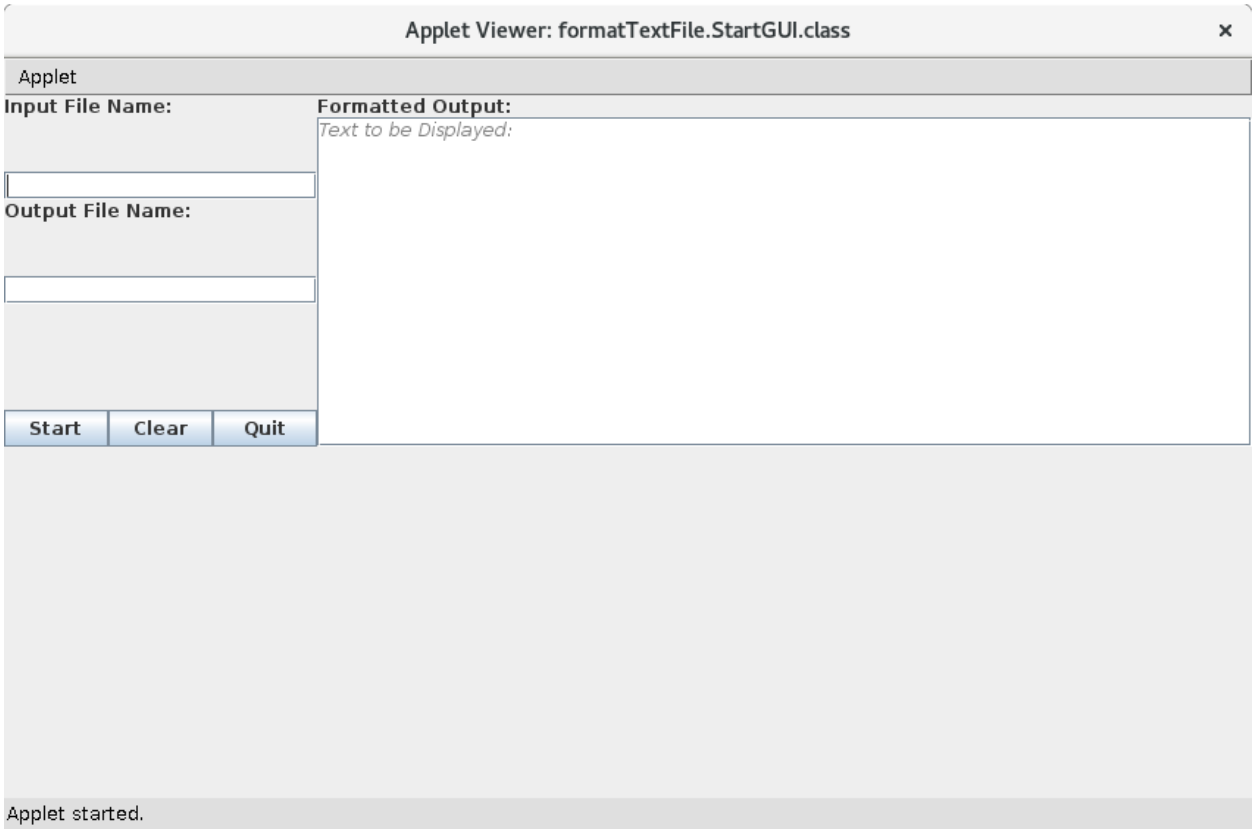
Section 2: Tools and Processes

Communication was done using group chats and in-person meetings. My group mainly worked individually and posted their progress on Github. while communication during in-person meetings/group chats, we discussed potential ideas; either design-related or implementation. Because of this, we were able to minimize our time and implement those ideas effectively.

Section 3: Design Decisions

As a group, we decided to have a simple/user-friendly design for the GUI. Which included various buttons, labels, and text fields which make it easy for any user to work through. As for the data structures/algorithms, we used conditional statements which were used for error handling and for various possible input. We thought the filereader is the only point in the program that needed to access memory to read/write, so we didn't need to include data structures in the program.

User Interface:



Section 4: Quality Reviews and Testing

When debugging our code all the members tested all possible cases, and then informed the other members via group message, so the changes were considered and made if necessary. Throughout this, we found many errors and after all the errors we found were made, we wanted to reference the user guide to check if we forgot any information that the user had and we did not include in the program.

Section 5: Changes to the User Guide

When discussing the design of the program with the other members of the group we felt that some things in the program should be altered to how we stated in the user-guide. Some of the messages we had for the error handling were added/removed. We also added a preview of the output for the user which was not included in the user-guide.

Section 5: Achievements and Challenges

1. Team Achievements

Overall, we felt that we all worked well together. Even though we had doubts since we did not know each other, we all still got along quite well. This made it easy getting through the program

without having to worry about each other. Because of this, our only focus was on the program. From this experience, I learned that building relationships and having trust with each other is very important because real progress cannot be made if you do not have that. In the future, if I get the opportunity I would build those relationships in the beginning, so I wouldn't have any troubles with my group members.

2. Team Challenges

When working on the program no one in my group knew how to use GitHub and was very frustrating because they also did not put in the effort to learn. The other members wanted an alternative from GitHub, so they started posting their code on google docs. The was a huge set back because we couldn't work on the code as a team that way, it was more individual work. But thankfully, they finally figured it out. The other members didn't have any real practice with GitHub and thought it should have been taught to them, but i think this problem arises from their negligence, if they learned how to use GitHub we wouldn't have had a problem. We all also struggled with getting the right java JDK because anything past JDK 8 doesn't have the java swing library. We eventually figured it out, the java library we were using is so outdated and oracle also made changes to their library which made it quite frustrating.

3. **Self-Achievements**

When working with my group, I had more experience working with GitHub and GUI so I had to be patient with them and allow them time to learn. Most of them were fine with GUI, but some members did not know the language because they were taught using a different java library. But as for GitHub, none of the members knew how to use it, they only experience working with it was when we had a GitHub assignment for the class. So I had to send them resources or explain via text how to use it. I also had a significant contribution to the design of the code. From this experience, I feel like it is not applicable in the future because I am not always going to be the most experienced, but as an individual, I feel you should always contribute to areas you are good at.

4. **Self-Challenges**

I felt that I had the most trouble with my group members. I didn't really like how they were inexperienced with several areas of this project. But working with my group was part of the project and we did work through it and ended up finishing it with a reasonable time. If I didn't acknowledge this fact and persevere through it, we may have not finished it because our time would have been focused on each other rather than the code. This is why I plan on building these relationships beforehand.

Section 6: Team Member Evaluations

Gabriel Anderson

- A - in the participation in creating the user guide because he had started to develop the code for the images that were needed.
- B - in participation in making the design decisions because he focused mainly on the functionality of the program

- A - in showing respect for other team members because he was very understanding of everyone's decisions
- A - he was very responsive to emails/texts/etc, and let us know if he cannot make progress on the project ahead of time
- A - he made lots of progress on the code and was high-quality work

Christopher Campanella

- C - in the participation in creating the user guide because the only progress he made on the user-guide was making corrections.
- D - in participation in making the design decisions because he had no contribution to the design decisions.
- C - in showing respect for other team members because he didn't say much so it hard to tell what he thought about the other group members.
- D - he was not responsive to emails/texts/etc and he only spoke during the first encounter in the creation of the group chat
- D - he made almost no progress on the code.

Vincent Li

- A - in the participation in creating the user guide because he made lots of progress on it.
- B - in participation in making the design decisions because he had some contribution to it and a lot to the functionality of the code.
- A - in showing respect for other team members because he was very understanding of everyone's decisions
- A - he was very responsive to emails/texts/etc, and let us know if he cannot make progress on the project ahead of time
- A - he made lots of progress on the code and was high-quality work

Kumal Patel

- A - in the participation in creating the user guide because I laid everything out and contributed to the content that was added.
- B - in participation in making the design decisions because I focused more on this section than the functionality.
- A - in showing respect for other team members because I was very understanding of everyone's decisions
- A - I was very responsive to emails/texts/etc, and let everyone know if I cannot make progress on the project ahead of time
- A - I made lots of progress on the code and was high-quality work