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Software Development

Phase II Writeup

**Guide Through the Code:**

The main method to run the application may be found in model\Driver. By running this main method, the application starts by loading the existing timelines if any exist in the current directory and displaying the first selected category. This is done through the Storage package, this utilizing XML to save the timelines and their constituent parts.

Once the program is started, timelines can be created, edited, or removed from the application. Categories may be added to these timelines, which similarly may be edited or removed. The Category class possesses a Default Category that is impossible to delete such that it is the default location for events, and it is to this category that all events are sent if their own category is removed. Events are similarly added to Timelines, each having reference to a Category and giving a reference of themselves to the Category. Events are divided into Atomic Events and Duration Events, sharing much of the code in a parent class Event.

GRAPHICS

GUI

**Users:**

In general, users were most concerned with the display of timelines and the graphic user interface. Items requested were such things as a Wikipedia sort of link system between timelines, better artistic rendering of events, and access to links to the outside world, such as a link from an event about the reformation to a Wikipedia page about the reformation.

**Decisions:**

Because the user’s requests were mostly made concerning the graphics, and seeing as this was not the primary goal of the project, we thought that these issues were most applicable for the third phase rather than the second. Therefore, in this phase we focused on cohesive and encapsulated code, maximizing reuse, and providing the basic for the storage of categories, colors, and preparing the ground for basic rendering. Time was spent attempting to store data online, but for time purposes we decided to store in the local repository.