

Readme

Starting the Program

1. The main method to run our program is inside the ConferenceSystem class file located in the controllers package
2. Conference data is stored in a set of serialized files given by the default names: AccountManager.ser, ContactManager.ser, ConversationManager.ser, EventManager.ser, LocationManager.ser, and RequestManager.ser.
 - a. The set of serialized files are read from and written to the working project's root directory by default.
 - b. Upon initiation, the program will attempt to read any existing serialized files from the default file path. If any files are missing, our Gateway classes will automatically create new instances of each missing file.
 - c. Serialized files are overwritten upon each successful completion of a user command.

Creating an Account

3. A code is required when registering a new Organizer, Speaker, or VIP Account from the program's start menu. The code for all three account types is set to '123456' as a placeholder.
4. Successful registration of a new Account from the start menu will return you to the beginning of the start menu. Afterwards you may log into to the new account.
5. An Account's username is its unique identifier; no two accounts can share the same username, and usernames cannot be changed. The same applies for the ID's of Messages, Events, and Requests.

User Commands

6. The program requires all Events to start at the beginning of an hour and last for exactly one hour.
7. A new Event can only be created by an Organizer if the Event's specified location already exists within the program. I.e. an Organizer must add at least one location to the ConferenceSystem before creating a new Event.
8. Event schedules only display Events that will take place in the future. Similarly, users cannot cancel, leave, or reschedule an Event whose start time has already passed.
9. Have fun using our program!