

Advanced Programming 2 – Assignment 2

Design Questions

Lettisia George and Theo Dufort

1. We used a similar design to assignment 1 except that the driver now does not handle input and output. That is now handled with the addition of the GUI classes.
2. The classes are roughly divided into those responsible for the GUI, the data, the underlying model and a Driver class to coordinate it all. The data is all handled by the DataMonkey class. The Athlete, Official and Game classes are the model and are controlled by the Driver class, which also sends and receives information from the user via the GUI controller classes. Information is displayed to the user and input is received using the GUI.
3. The Driver class creates a DataMonkey to load the data in from the file or database depending on what is available. The DataMonkey provides these lists of athletes and officials to the Driver which then uses them. The GUI displays information and receives input from the user. The GUI classes call methods of the driver class to give it the data. The Driver then processes the input and returns the results to the GUI which presents them to the user.