ENSF 409: HACKATHON SUBMISSION FACULTY FRANKENFURNITURE FINDER

Notes:

- Only public methods are shown
- Getters and Setters are not shown
- The UML diagram reflects the current structure of the program. It is not complete.

FurnitureData

+ databaseConnection: Connection
+ DBURL: String
+ USERNAME: String
+ PASSWORD: String

+ FurnitureData()
+ initializeConnection()
+ removeOrderFromDatabase(ids:LinkedList<String>, category:String)
+ closeConnection()

LowestCost

- dbConnect: Connection
- furnitureCategory: String
- furnitureType: String
- numberOfItems: int
- finalPrice: int
- itemTable: boolean[][]

+ LowestCost(Connection, String, int)
+ findBestCombination()

Main

- HEADER_EXT:String
- CHAIR_TYPES:String[]
- DESK_TYPES: String[]
- FILING_TYPES:String[]
- LAMP_TYPES: String[]
- HEADER_EXT: String
- ICON: ImageIcon
- ERRORICON: ImageIcon
- category: String
- type: String
- quantity: int

+ main(args:String[])

OrderForm

+ writeOrderForm(type:String, category:String, quantity:int, furnitureIDList: LinkedList<String>, price:int)

FurnitureOrder

- furnitureIDList: LinkedList<String>
- manufacturerNameList: LinkedList<String>
- price: int
- CATEGORY: String
- TYPE: String
- NUMITEMS: String
- fulfilled: boolean

+ FurnitureOrder(category:String, type:String, numItems:int)
+ addID(id:String)
+ isFulfilled():boolean