

BCC Final Iteration

Mark Fuller

Kevin Kulda

Connor Woodahl

Dr. Cerny

Software Engineering 1

04-DEC-2019

Project Repository: <https://github.com/MarkFuller1/BNU>

BCC Iteration 1

Baylor Class Connect

- BCC is a tool used by students to rate their current teachers, view reviews of future teachers and contact previous students who have had those teachers.

Wireframes

The wireframe depicts a sign-up interface. At the top center, the text "BCC" is displayed above "Sign Up". Below this, the left side is labeled "Enter User Data" and contains two input fields: "Email" and "Password". The right side is labeled "Enter Classes Taken to Finish Sign Up Process" and contains a dropdown menu labeled "Class". At the bottom center is a "SIGN UP" button.

BCC

Sign Up

Enter User Data

Email

Password

Enter Classes Taken to Finish Sign Up Process

Class ▼

SIGN UP

Wireframes

The wireframe illustrates a simple sign-in interface. It features a large rectangular container with rounded corners. Inside, the letters "BCC" are positioned at the top center. Below them, the words "Sign In" are centered in a large, bold font. A horizontal line of text at the bottom includes the words "Register" and "Forgot Password?" separated by a vertical line.

BCC

Sign In

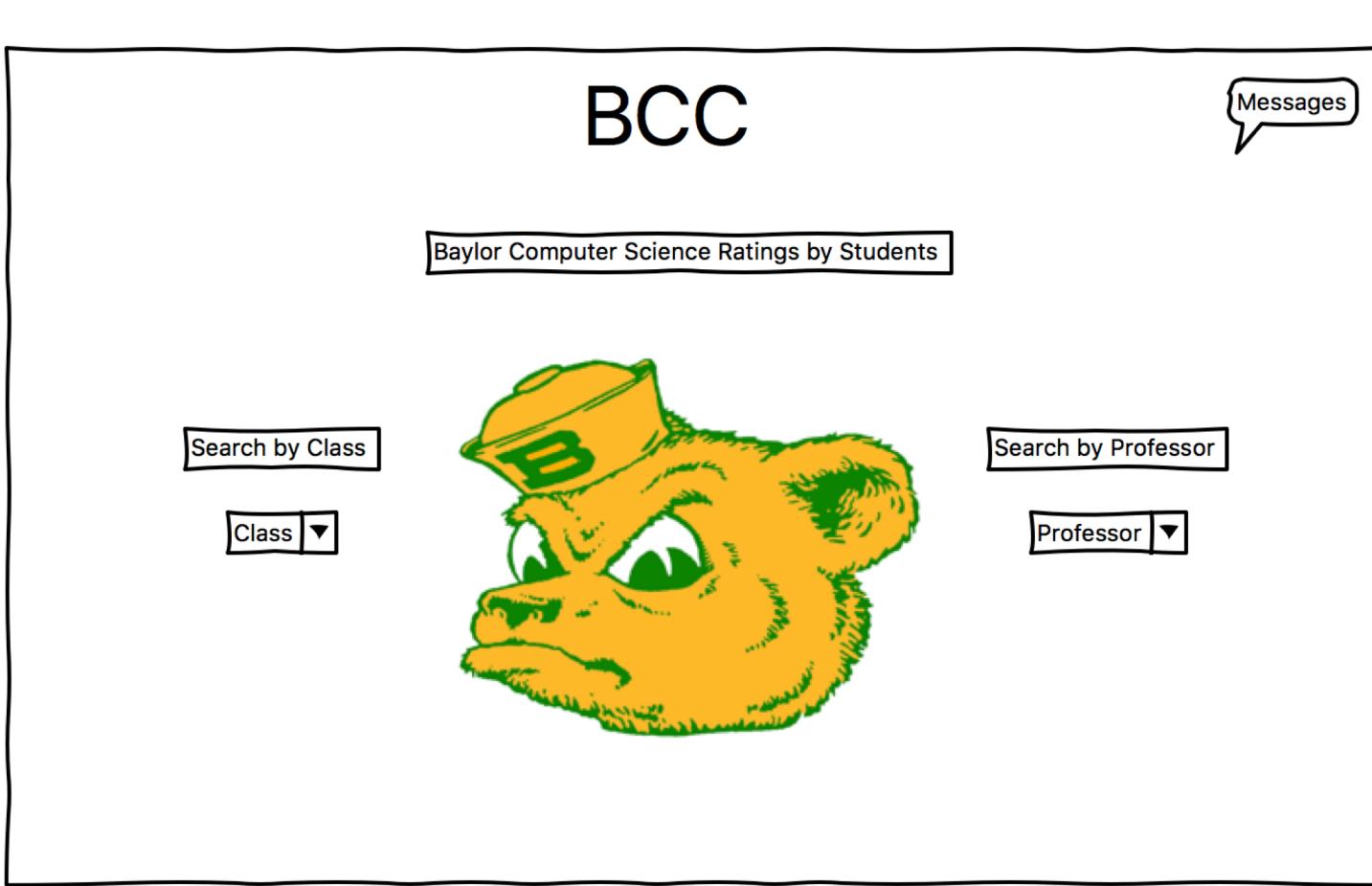
Email

Password

LOGIN

[Register](#) | [Forgot Password?](#)

Wireframes



Wireframes

Classes Taught	Ratings	Number of Reviews
Class 1	80	15
Class 2	40	5
Class 3	95	3

Wireframes

Teachers	Ratings	Number of Reviews
Teacher 1	80	15
Teacher 2	40	5
Teacher 3	95	3

Wireframes

BACK (Teacher) (Class) Email: example@gmail.com

Score	Helpfulness	Teaching Ability	Workload
83	50	99	45

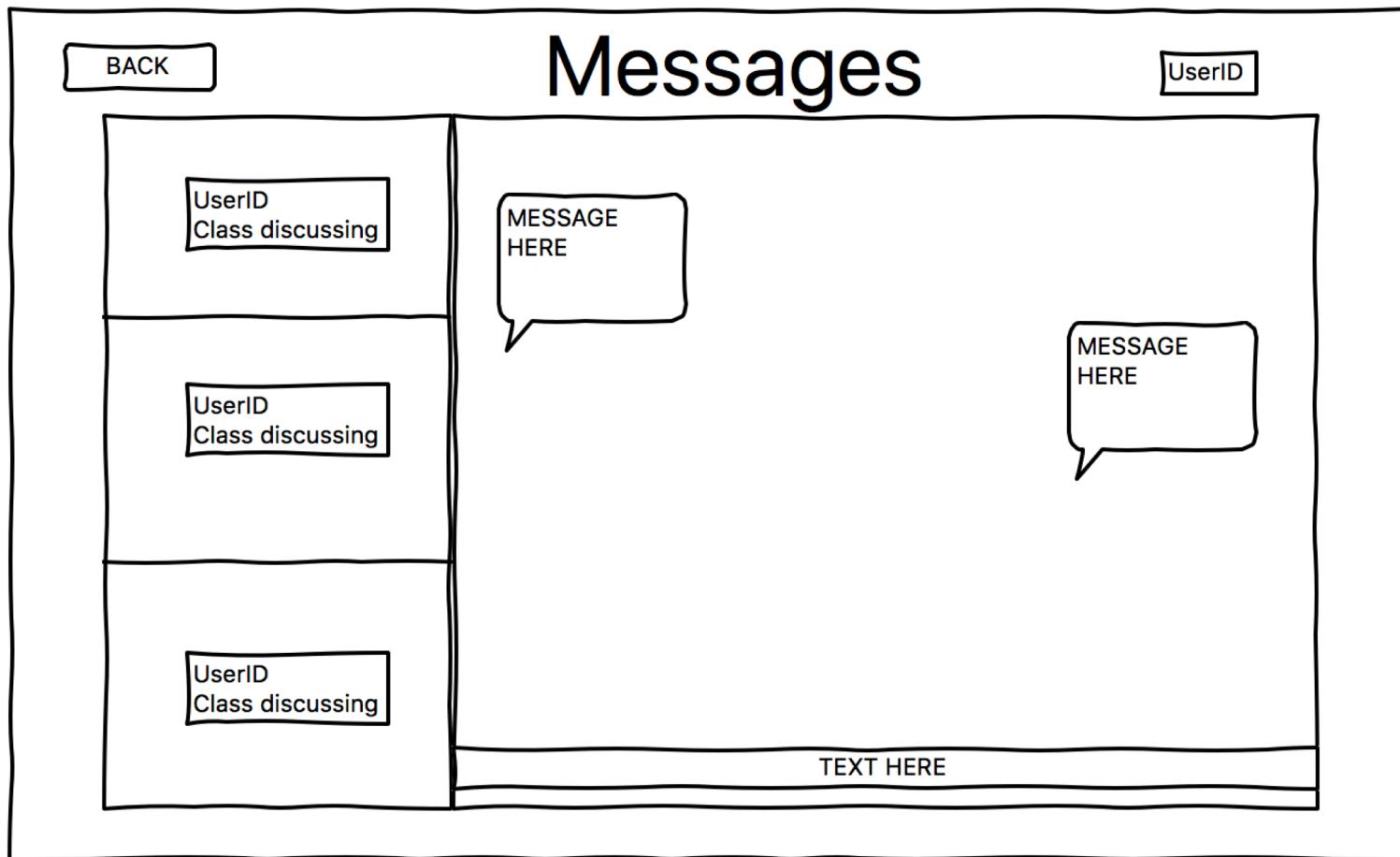
4

1

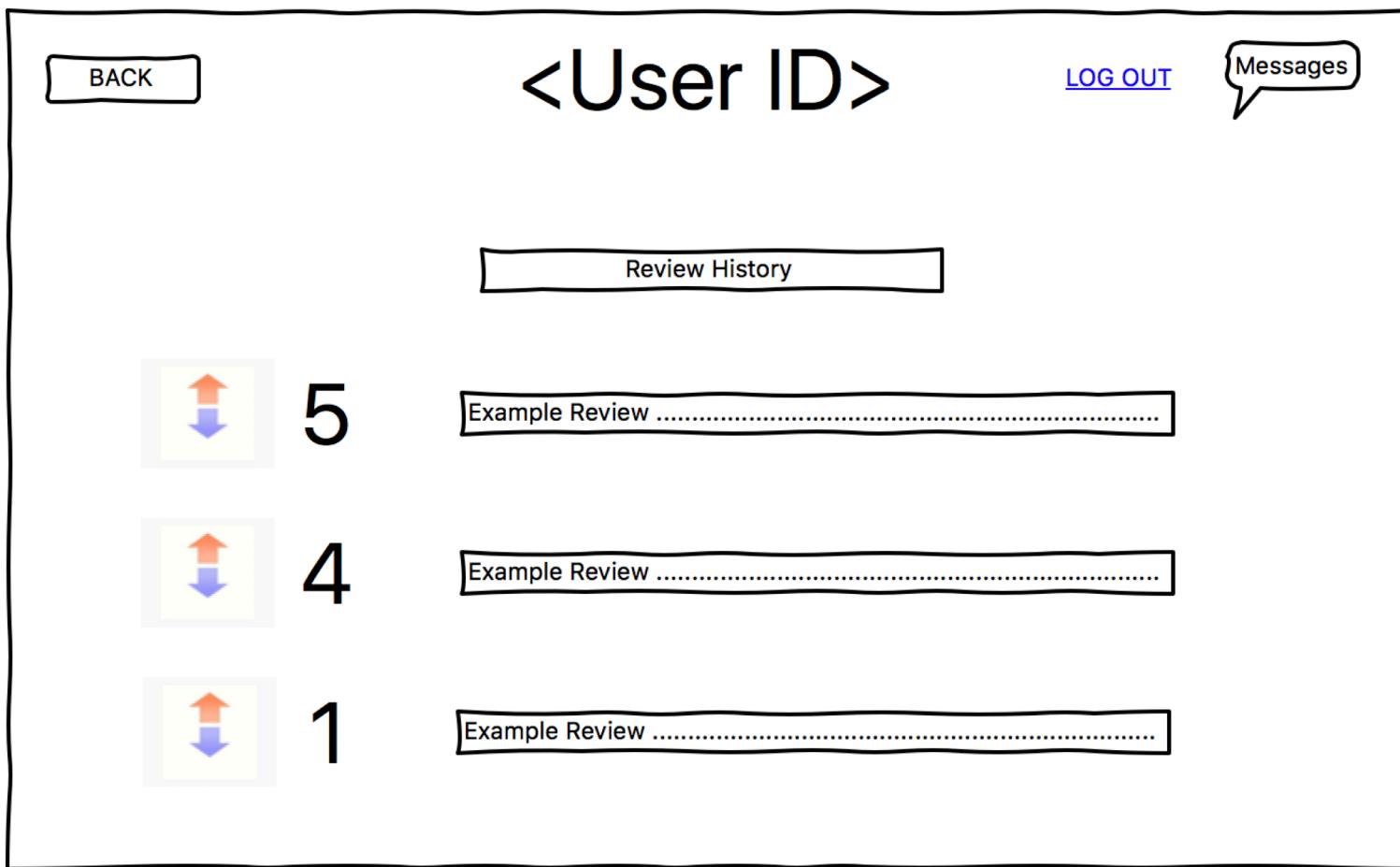
User ID Message Example Review

User ID Message Example Review

Wireframes



Wireframes



Requirements

Functional Requirements

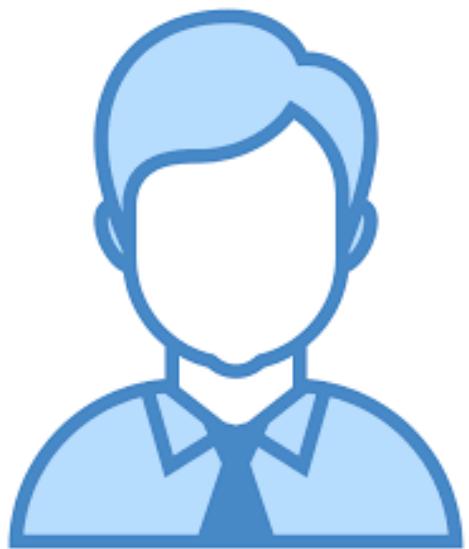
- Users need to be able to register an account.
- Users must be able to search based on class.
- Users must be able to see professor options after searching the class.
- Users must be able to search based on professor.
- Users must be able to write a review on a professor.
- Users must be able to upvote or downvote a review.
- Users must be able to send a message to the author of the review.
- The reviewer must be able to respond to a message.
- User must be able to log out.
- The application must be able to sanitize user input.
- User must be able to navigate bidirectionally in this application.
- Users need to be able to delete an account.
- Users must be able edit a review.

Non-Functional Requirements

- Messages must be able to be sent anonymously
- User data must be kept private
- Application must be fast for the average user
- Application must handle traffic of at most 20 users at once
- User interface should be intuitive
- User interface should be graphically pleasing

Actors

User



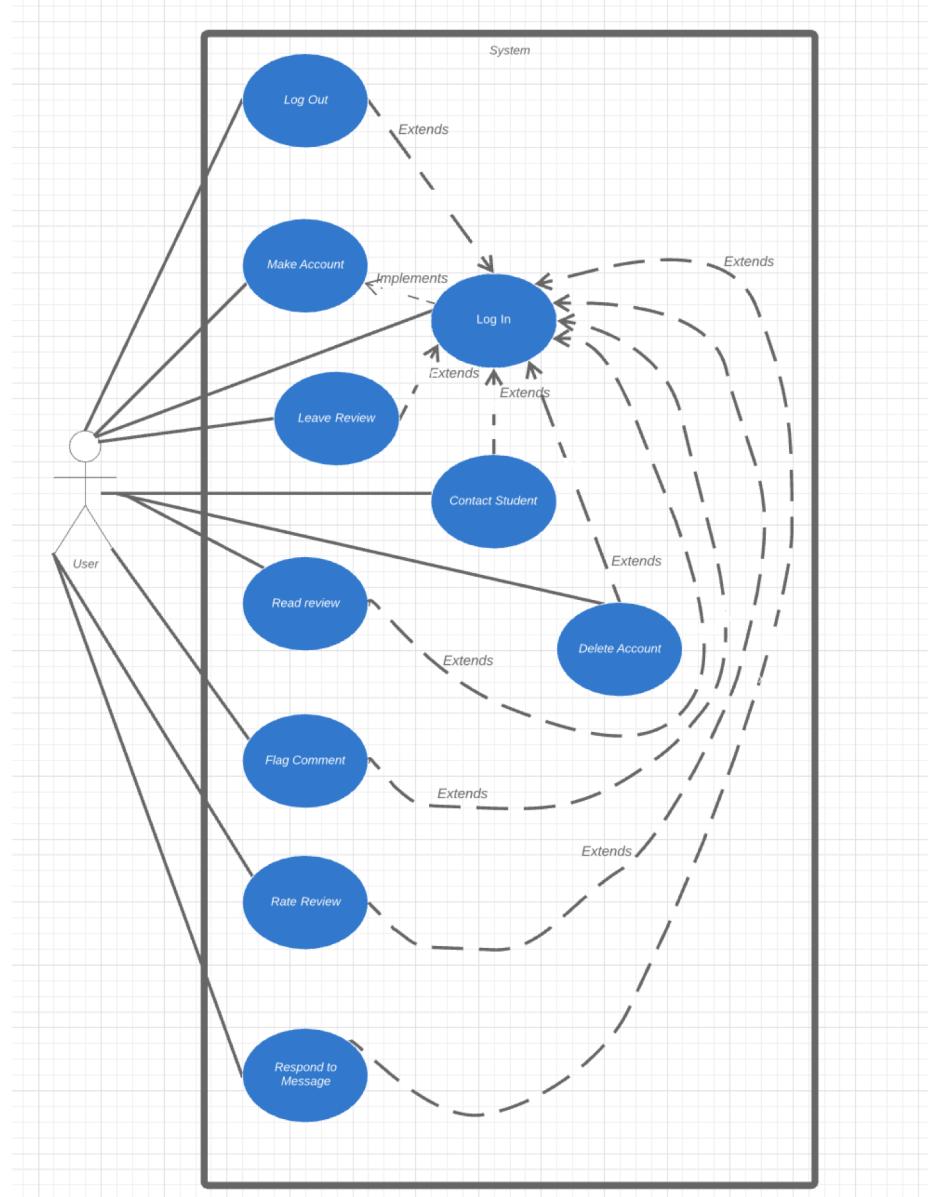
Admin



System



Use Case Diagram



Use Case Division

- Use Cases handled by Kevin – Make Account, Respond to a Message, Flag Comment
- Use Cases handled by Mark – Leave Review, Rate Review, Read Review
- Use Cases handled by Connor – Contact Student, Edit Review, Delete Account, Log Out

Make Account

Make an Account

Scope: GCC Application

Level: User Goal

Primary Actor: Student

Stakeholders and Interests:

Student User: Wants username and password stored and hashed for security.

Preconditions: Student has loaded the site

Success Guarantee: Students data is hashed and saved into database. Immediate access to the application is granted.

Main Success Scenario:

Student loads application.

Student requests a new account.

Student enters Username, Password and, email, etc.

System updates valid students list with new student.

Student Logs in.

Alternative Flows:

a. At any time the student closes the application.

1. Interaction ends.

b. At any time system fails.

1. Student will restart application.

c. While student is on register page, they would like to login with valid credentials(the realized they had an account already)

1. Student clicks 'return to login' and logs in with valid username and password.

d. Username and password from account creation do not work.

1. Prompt student to reset password with security question.

1.1. Student answers security question correctly

1.1.1. Student resets password.

1.2. Student does not answer security question correctly

1.2.1 Student is returned to login page.

Leave Review

Leave Review

Scope: GCC Application

Level: User Goal

Primary Actor: Student

Stakeholders and Interests:

Student User:

Wants Username and Password to be recognized.

Wants review to be saved for others to view

Student has valid login credentials

Preconditions:

Student has loaded the program.

Success Guarantee:

Student review is made available to other users on the site.

Main Success Scenario:

Student loads application.

Student logs in.

Student selects professor they would like to review from drop-down menu

Student is brought to professors review page

Student writes review

Student saves review

Alternative Flows:

- a. At any time the student closes the application.
- 1. Interaction ends.
- b. At any time system fails.
- 1. Student will restart application.
- c. Student picks wrong professor
- 1. Student clicks 'back'
- 2. Selects correct professor from drop-down list
- d. Username and password do not work.
- 1. Prompt student to reset password with security question.
 - 1.1. Student answers security question correctly
 - 1.1.1. Student resets password.
 - 1.2. Student does not answer security question correctly
 - 1.2.1 Student is returned to login page.

Contact Student

Contact Student

Scope: GCC Application

Level: User Goal

Primary Actor: Student

Stakeholders and Interests:

Student User:

Wants Username and Password to be recognized.

Wants review to be saved for others to view

Wants contact with other Student to be over message board

Preconditions:

Student has loaded the program.

Student has valid login credentials

Success Guarantee:

Student is able to message other Student user (two-way anonymity)

Main Success Scenario:

Student loads application.

Student logs in.

Student selects professor they would like to view reviews of

Student is brought to professors review page

Student selects, contact reviewer button

Student creates message

Student Sends message

Opposing student responds to message

Message Notification shows up on login of user

Alternative Flows:

a. At any time the student closes the application.

1. Interaction ends.

b. At any time system fails.

1. Student will restart application.

c. Student picks wrong professor

1. Student clicks 'back'

2. Selects correct professor from drop-down list

d. Username and password do not work.

1. Prompt student to reset password with security question.

1.1. Student answers security question correctly

1.1.1. Student resets password.

1.2. Student does not answer security question correctly

1.2.1 Student is returned to login page.

Casual Use Cases

Respond to a Message

Main Success Scenario

The user clicks on the message board icon on the main page. Selecting the message they want to respond to, they use the messaging capability of the application to respond to the message.

Alternative Success Scenario

Edit Review

Main Success Scenario

The user logs in and navigates to their profile where all their reviews are listed. Using the editor, they change the content of their review and save changes.

Alternative Success Scenario The user logs in and navigates to their review by selecting the professor and finding their review under the professors page. Using the editor, they change the content of their review and save changes.

Delete Account

Main Success Scenario

While the user is logged in, the user navigates to their user profile settings and select the delete account button. After confirming your selection they are logged out.

Alternative Success Scenario

Rate Review

Main Success Scenario

User logs in with valid credentials. Selects the professor and class to read reviews for. Clicking the up-vote button if the review is accurate will increase the reviews score.

Alternative Success Scenario

User logs in with valid credentials. Selects the professor and class to read reviews for. Clicking the down-vote button if the review is inaccurate will decrease the reviews score.

Flag Comment

Main Success Scenario

User logs in with valid credentials. Selects the professor and class to read reviews for. If a review is inappropriate or uses vulgar language, the user flags it.

Alternative Success Scenario

Read Review

Main Success Scenario

The user will login with valid credentials. Using the navigation page, selects a professor and the desired class to load reviews for. Reviews load in chronological order.

Alternative Success Scenario

User logs in with valid credentials. Using the navigation page, selects a class and the desired professor to load reviews for. Reviews load in chronological order.

Log Out

Main Success Scenario

While the user is logged in, the user navigates to their user profile settings and logs out.

Alternative Success Scenario

The user is automatically logged out when they close the application.

Git Hub page

Please see our Github page for the current versions of our development materials and the full repository of our project artifacts.

<https://github.com/MarkFuller1/BNU/>

Issue Tracking

- Please see our issue tracking repository on Github at the link below:

<https://github.com/MarkFuller1/BNU/issues>

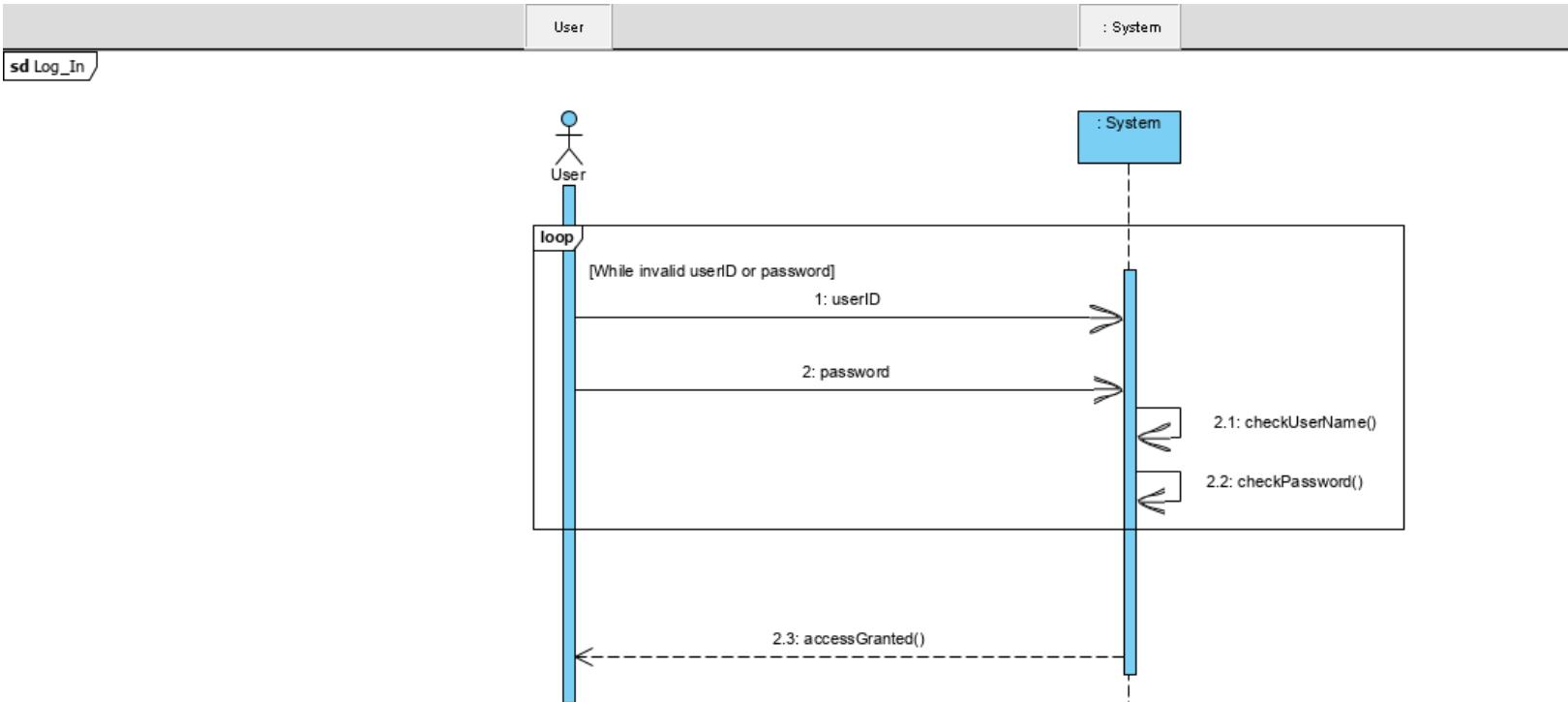
The screenshot shows the GitHub Issues page for the repository `MarkFuller1/BNU`. The page has a dark theme. At the top, there's a banner with the text "Learn Git and GitHub without any code!" and a "Read the guide" button. Below the banner, the repository header shows "MarkFuller1 / BNU" with 1 watch, 0 stars, 0 forks, and 3 issues. A modal window titled "Label issues and pull requests for new contributors" is open, explaining that GitHub will help potential first-time contributors discover issues labeled with "help wanted" or "good first issue". The main content area displays a list of 3 open issues:

- Issues attaching images in wiki** (#3) - opened 2 minutes ago by Kevin-Joseph
- Github not committing** (#2) - opened 5 minutes ago by Kevin-Joseph
- Team Planning Through End of Project** (#1) - opened 7 minutes ago by Kevin-Joseph

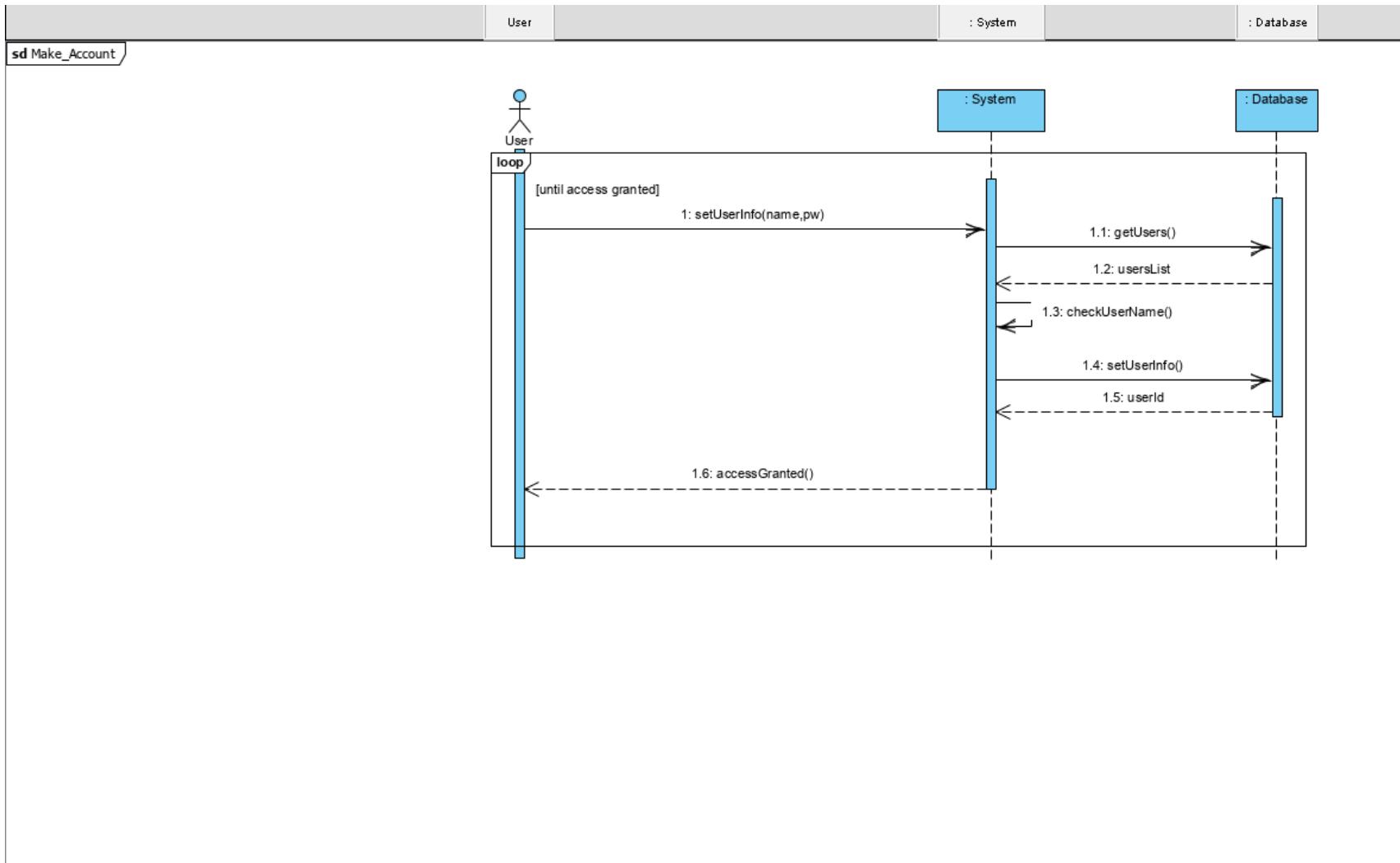
At the bottom, there's a "ProTip!" message: "Mix and match filters to narrow down what you're looking for."

Traceability Matrix

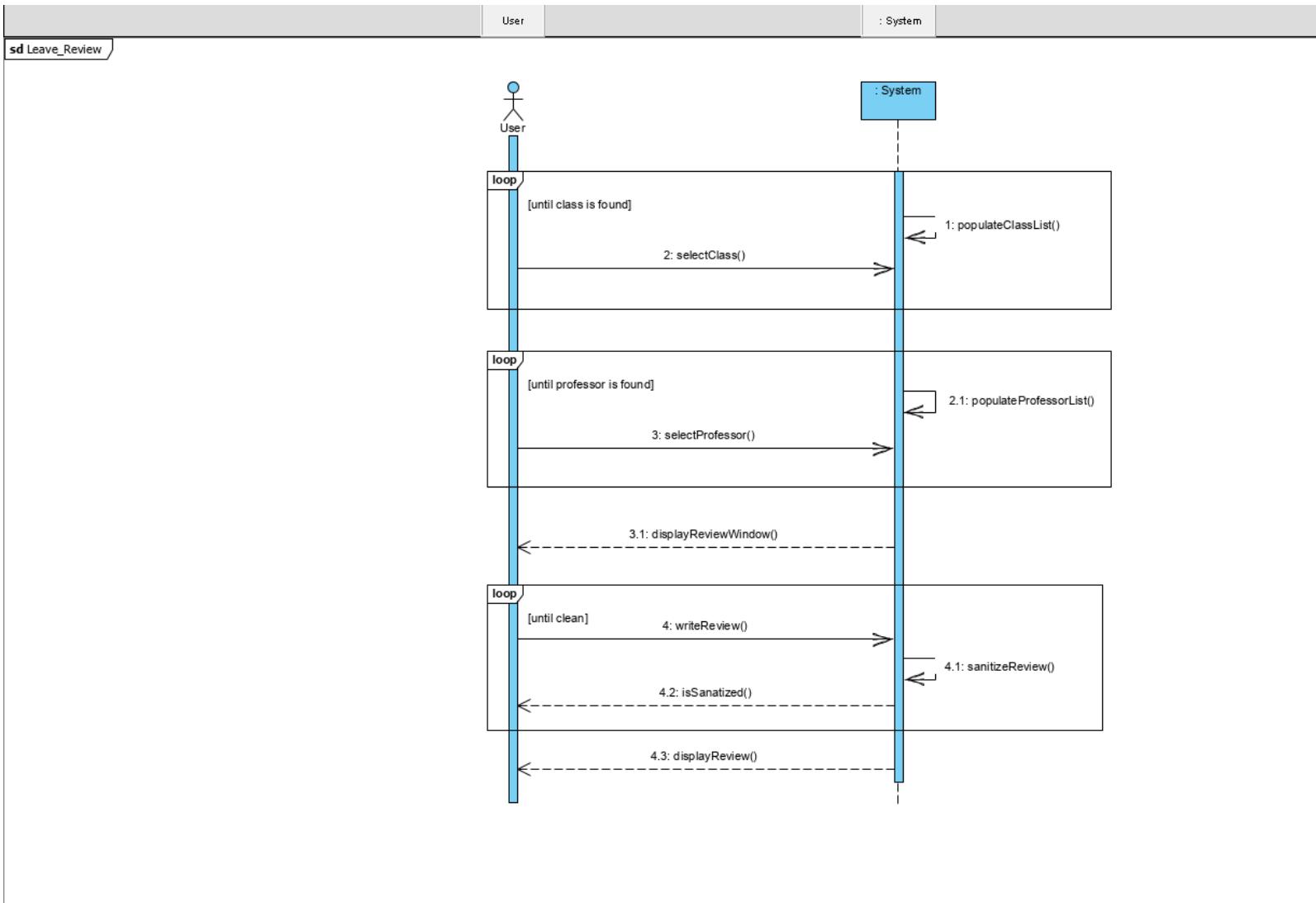
SSD



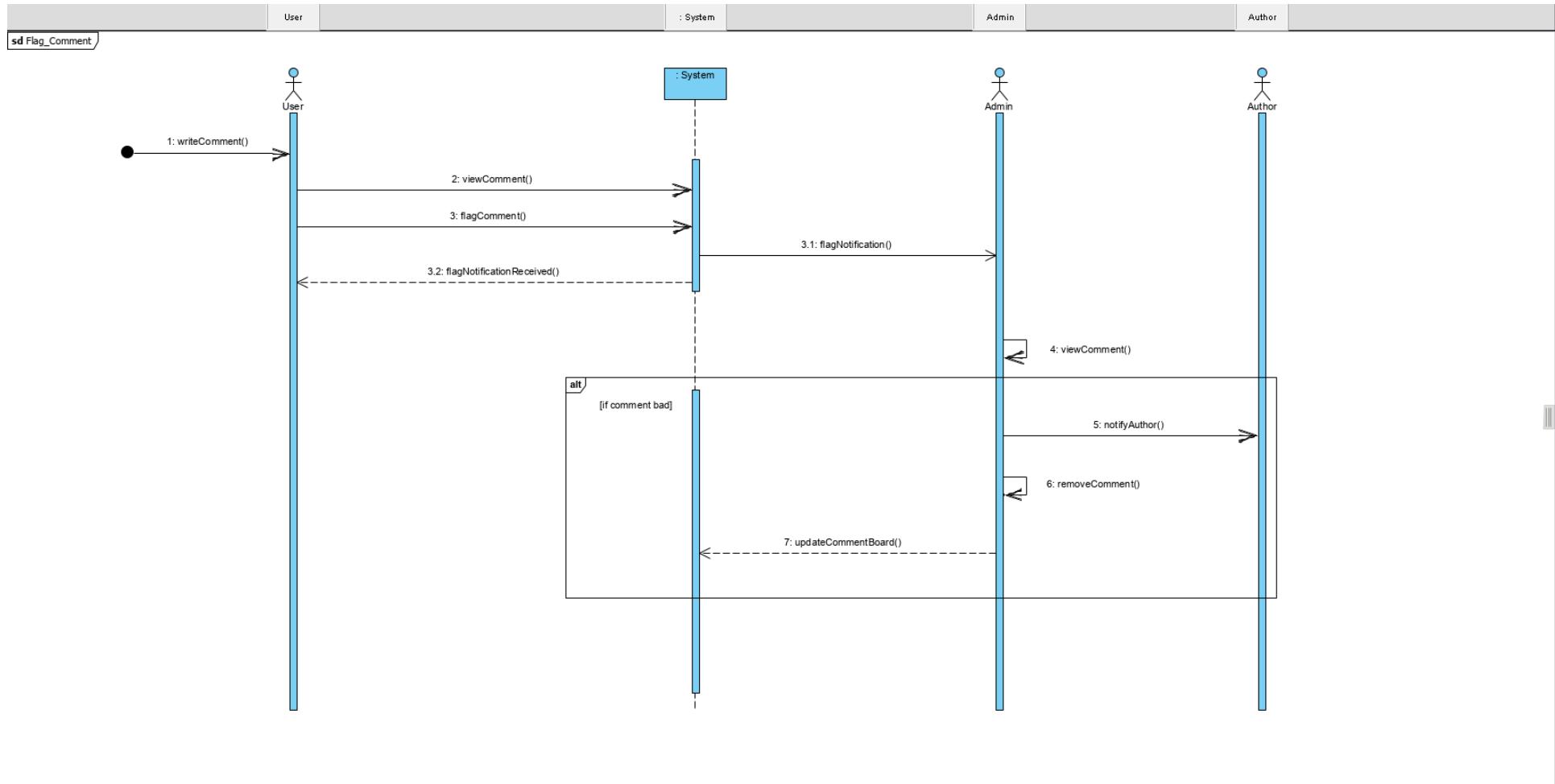
SSD



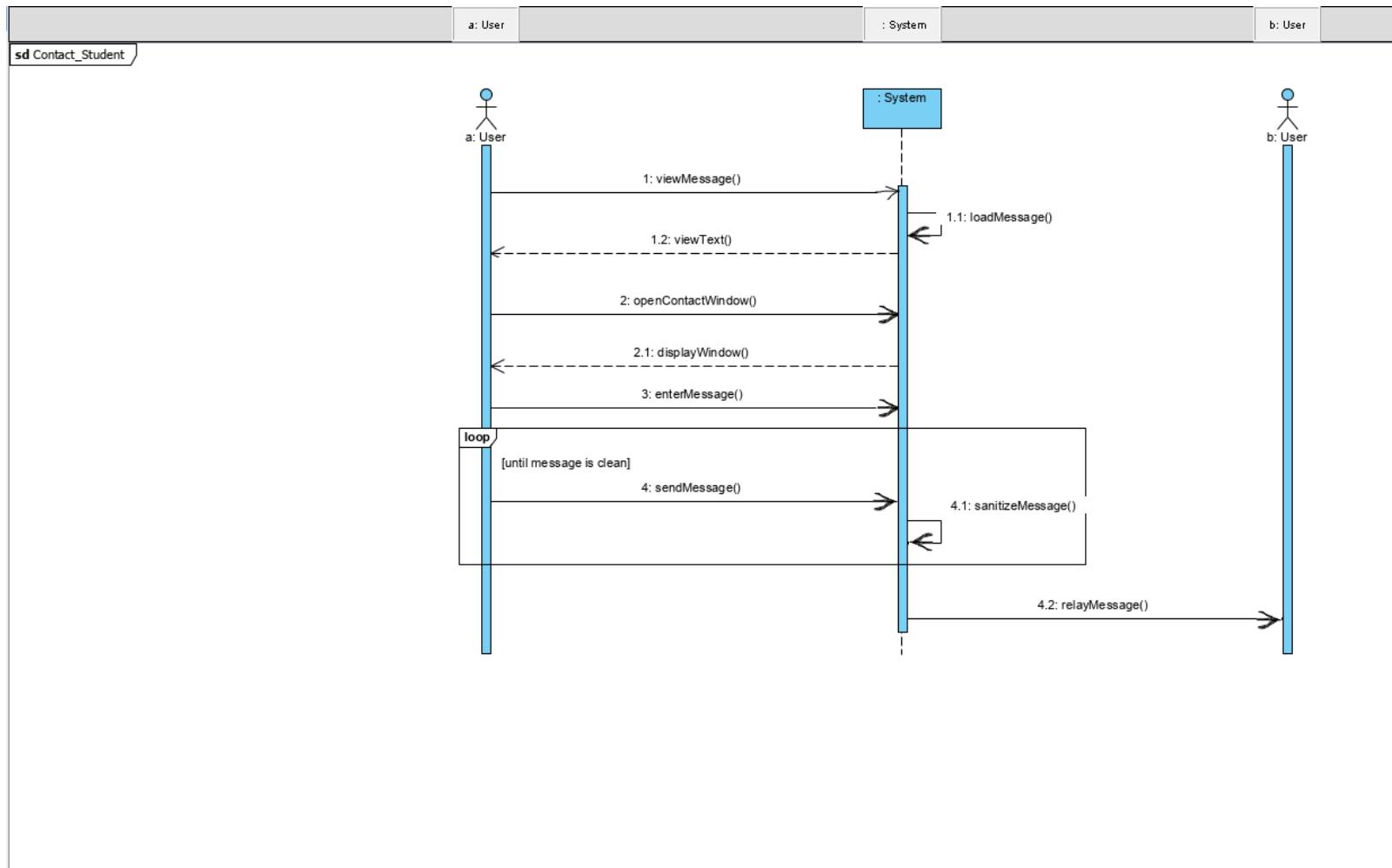
SSD



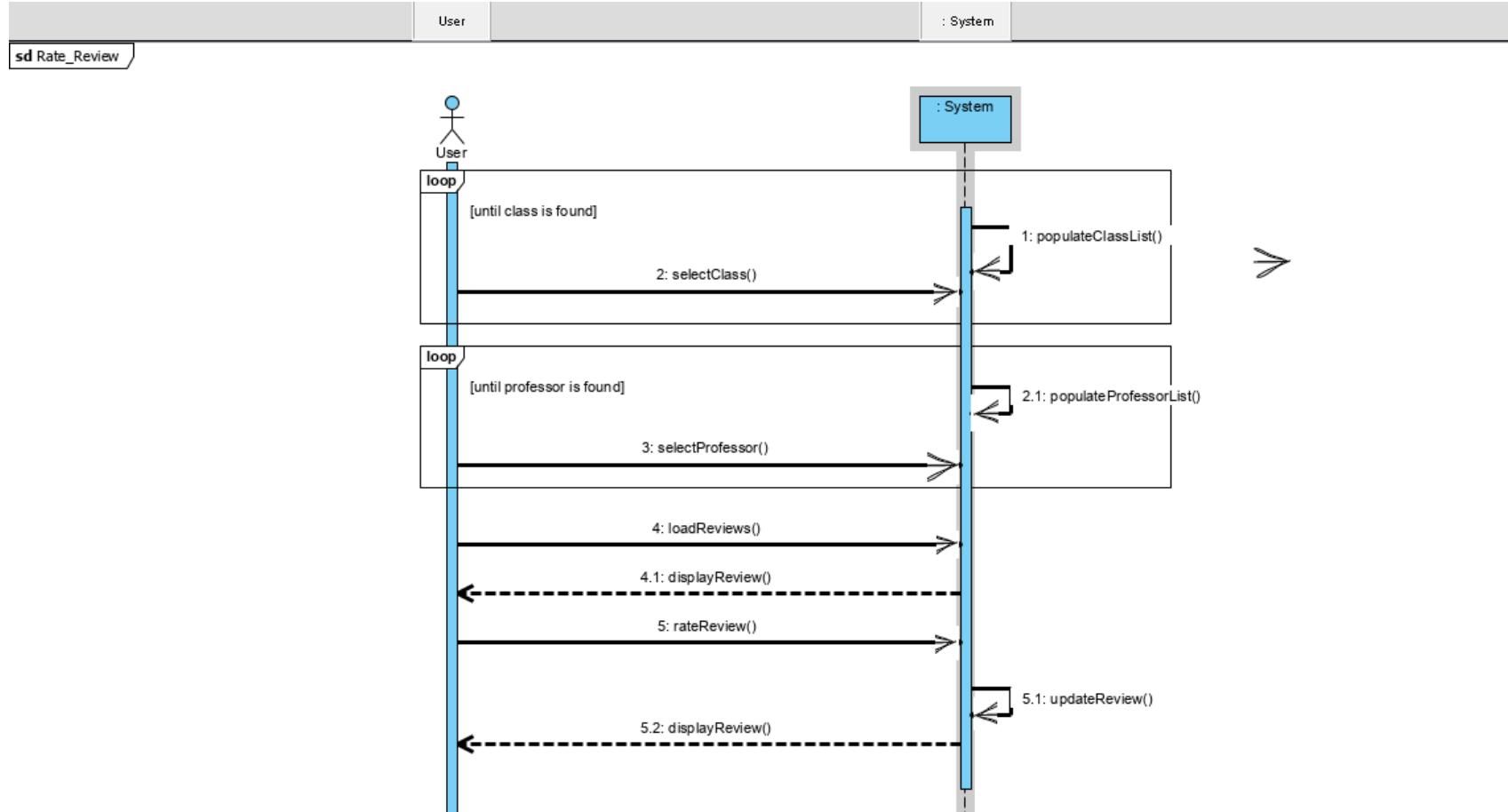
SSD



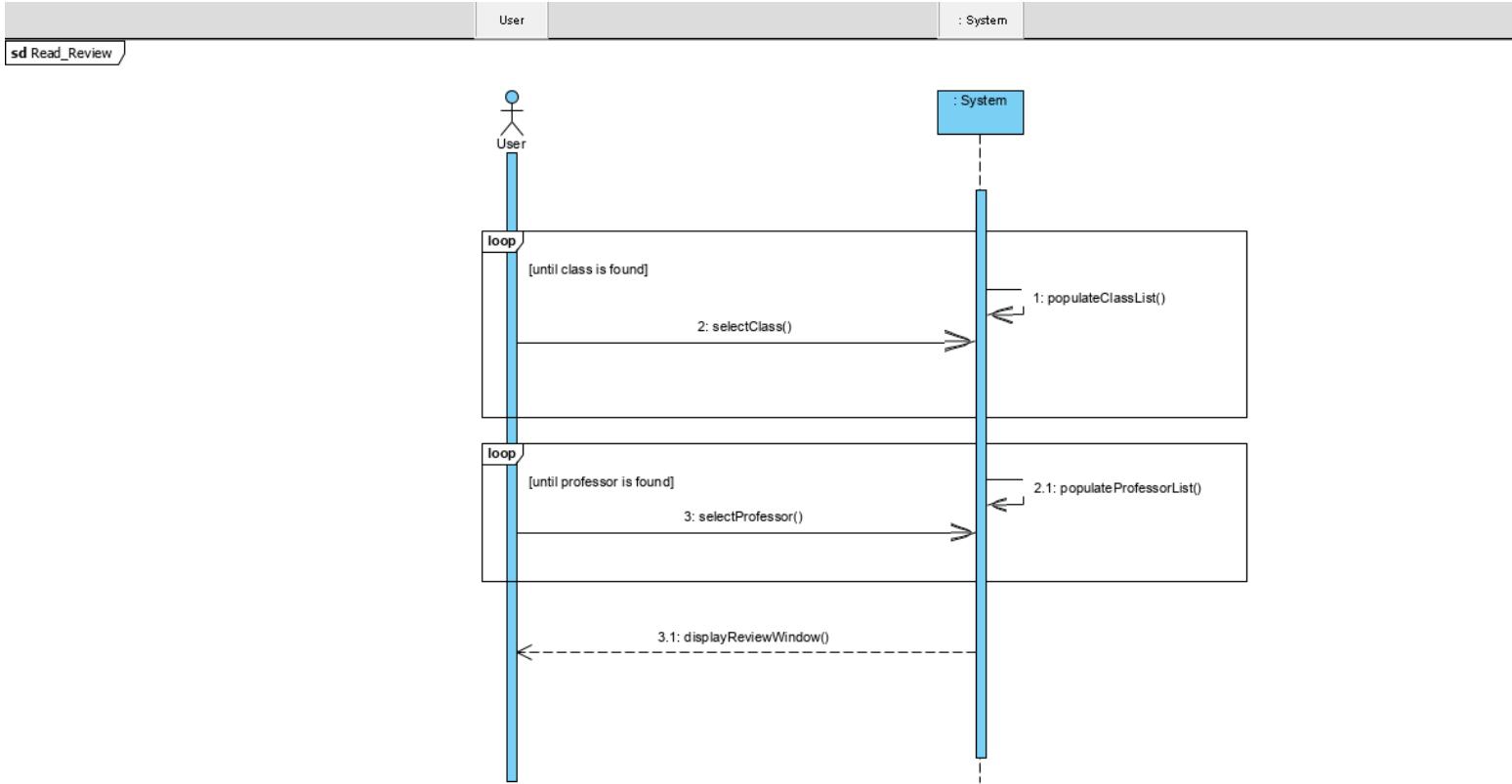
SSD



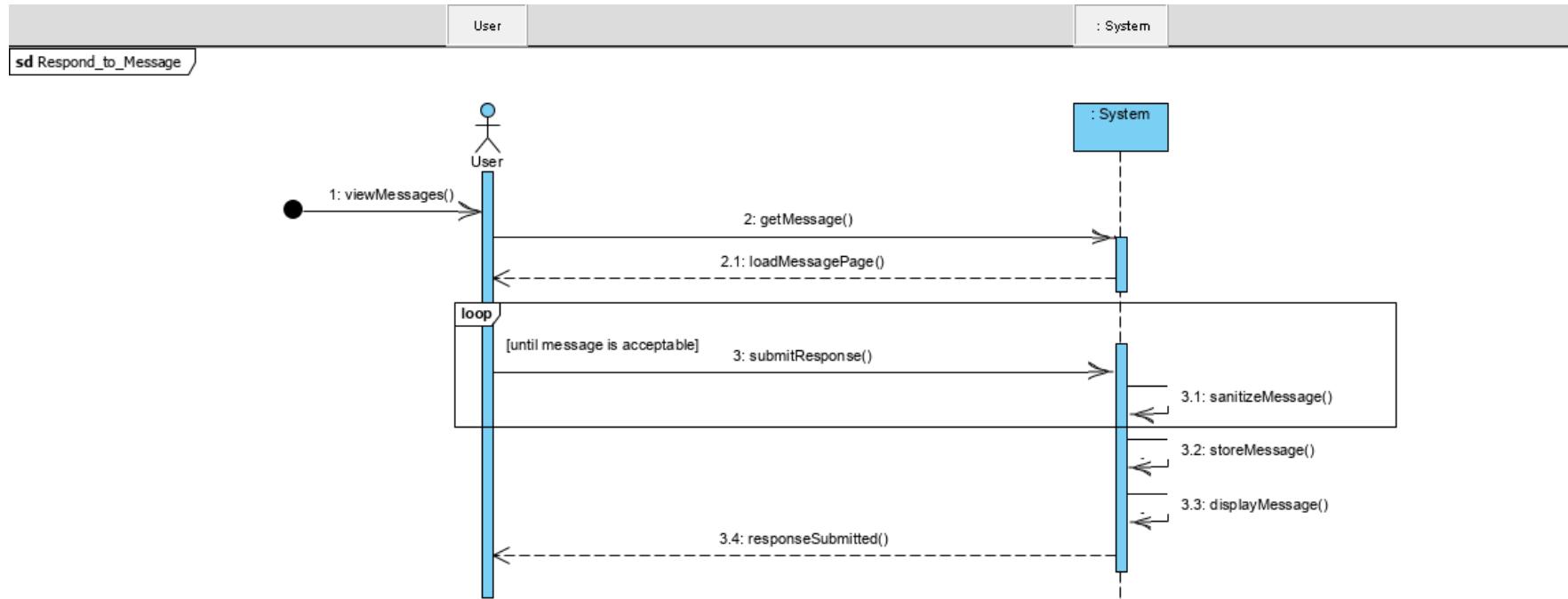
SSD



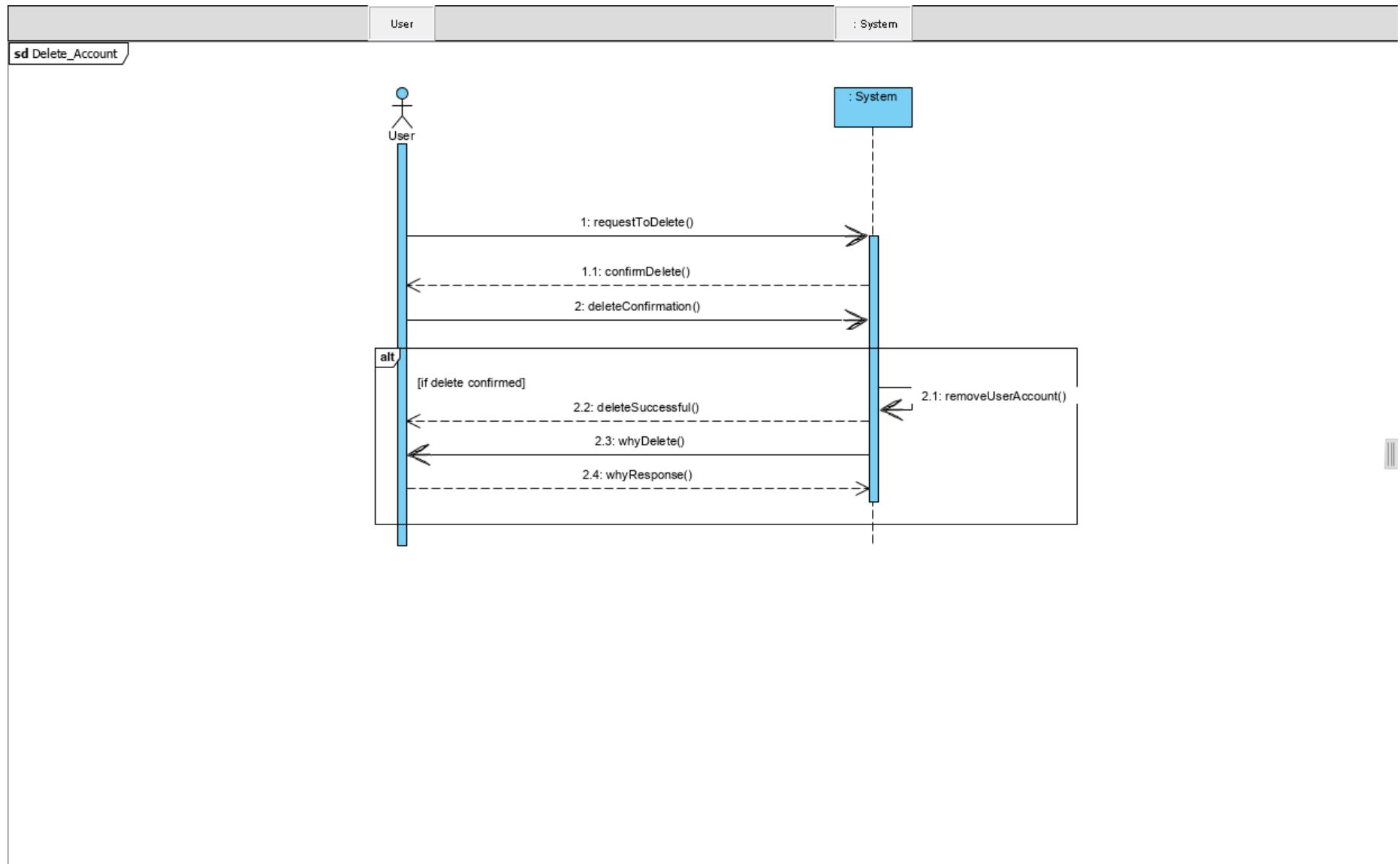
SSD



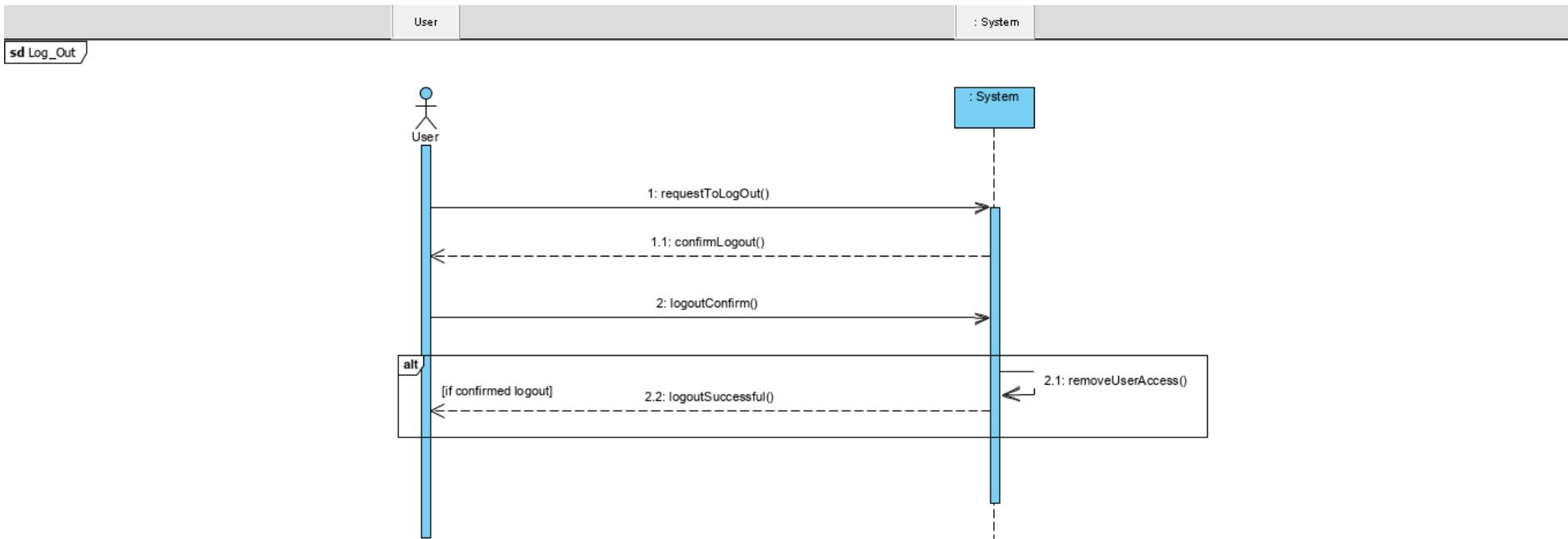
SSD



SSD



SSD



OPERATIONS

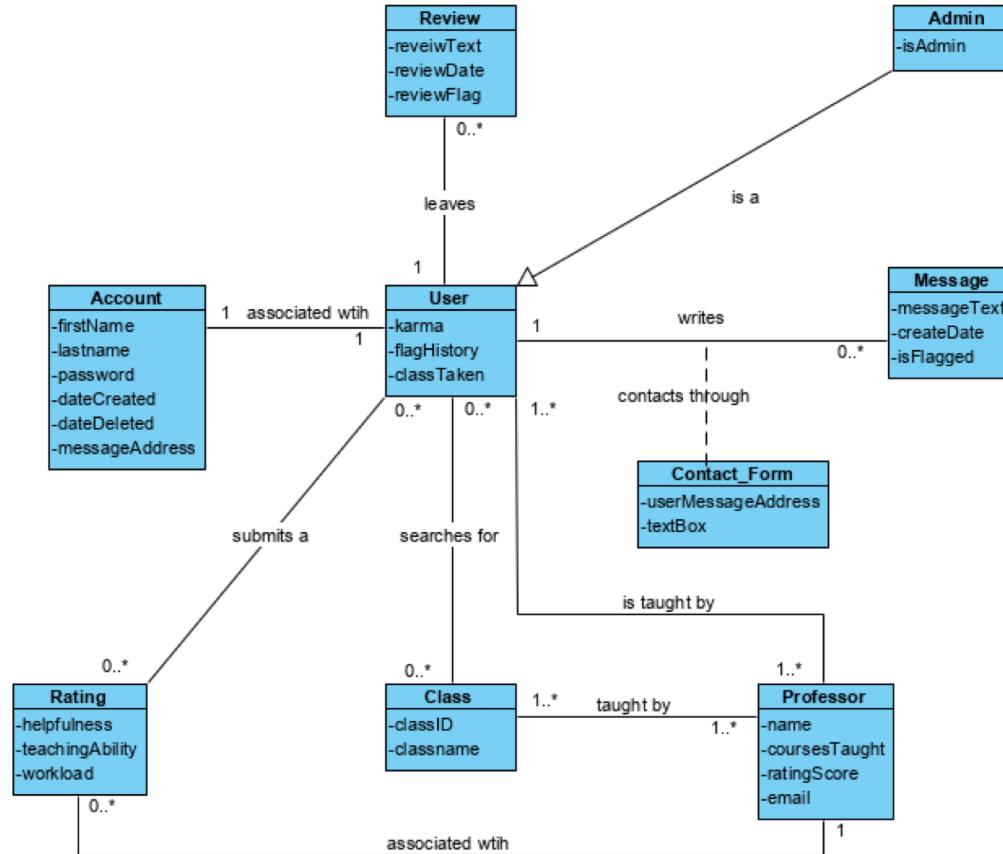
Defining the system operations helps us plan how we will implement the BCC application.

Examples

- checkUsername()
- checkPassword()
- populateClassList()
- populateProfessorList()
- sendMessage()
- viewMessage()

There are ~70 more 😊

Domain Model



BCC Iteration 2

Mark Fuller

Kevin Kulda

Connor Woodahl

Project Repository: <https://github.com/MarkFuller1/BNU>

Application Interface

Login

Welcome to Baylor Class Connect

Username:

Password:

LOGIN

CREATE ACCOUNT

Register

BCC

Make an Account

User Information

Username:

Password:

Add Classes Taken

- CSI 1430
- CSI 1440
- CSI 2350
- CSI 2334
- CSI 3334

Register!

Main Page

BCC

Log Out

Profile

Baylor Class Connect



Search By Class

Adventures in Multi-Threading ▾

Search By Professor

Dr. Nikola Tesla ▾

Search by Class

BCC

Intro to GoLang

	Teachers	Ratings	Number Of Reviews
<input type="button" value="Select"/>	Dr. Nikola Tesla	99	4
<input type="button" value="Select"/>	Dr. Thomas Edison	99	4
<input type="button" value="Select"/>	Dr. Alexander Graham-Bell	99	4

Search by Professor

Dr. Nikola Tesla

Teachers

Ratings

Number Of Reviews

<input type="button" value="Select"/>	Adventures in Multi-Threading	99	4
<input type="button" value="Select"/>	Quantum Computing for Beginners	99	4
<input type="button" value="Select"/>	Intro to GoLang	99	4

User Reviews

[Back](#)

User: Bill Gates

[Log Out](#)[Messages](#)

 U  D 4

Perpetual motion, the action of a device that, once set in motion, would continue in motion forever, with no additional energy required to maintain it. Such devices are impossible on grounds stated by the first and second laws of thermodynamics. Perpetual motion, although impossible to produce, has fascinated both inventors and the general public for hundreds of years. The enormous appeal of perpetual motion resides in the promise of a virtually free and limitless source of power. The fact that perpetual-motion machines cannot work because they violate the laws of thermodynamics has not discouraged inventors and hucksters from attempting to break, circumvent, or ignore those laws.

 U  D 4

Perpetual motion, the action of a device that, once set in motion, would continue in motion forever, with no additional energy required to maintain it. Such devices are impossible on grounds stated by the first and second laws of thermodynamics. Perpetual motion, although impossible to produce, has fascinated both inventors and the general public for hundreds of years. The enormous appeal of perpetual motion resides in the promise of a virtually free and limitless source of power. The fact that perpetual-motion machines cannot work because they violate the laws of thermodynamics has not discouraged inventors and hucksters from attempting to break, circumvent, or ignore those laws.

 U  D 4

Perpetual motion, the action of a device that, once set in motion, would continue in motion forever, with no additional energy required to maintain it. Such devices are impossible on grounds stated by the first and second laws of thermodynamics. Perpetual motion, although impossible to produce, has fascinated both inventors and the general public for hundreds of years. The enormous appeal of perpetual motion resides in the promise of a virtually free and limitless source of power. The fact that perpetual-motion machines cannot work because they violate the laws of thermodynamics has not discouraged inventors and hucksters from attempting to break, circumvent, or ignore those laws.

Class Reviews

[Back](#)

Professor: Dr. Nikola Tesla

Class: Intro to GoLang

Score	Helpfulness	Teaching Ability	Workload
83	50	99	45

U D 4

Perpetual motion, the action of a device that, once set in motion, would continue in motion forever, with no additional energy required to maintain it. Such devices are impossible on grounds stated by the first and second laws of thermodynamics. Perpetual motion, although impossible to produce, has fascinated both inventors and the general public for hundreds of years. The enormous appeal of perpetual motion resides in the promise of a virtually free and limitless source of power. The fact that perpetual-motion machines cannot work because they violate the laws of thermodynamics has not discouraged inventors and hucksters from attempting to break, circumvent, or ignore those laws.

U D 4

Perpetual motion, the action of a device that, once set in motion, would continue in motion forever, with no additional energy required to maintain it. Such devices are impossible on grounds stated by the first and second laws of thermodynamics. Perpetual motion, although impossible to produce, has fascinated both inventors and the general public for hundreds of years. The enormous appeal of perpetual motion resides in the promise of a virtually free and limitless source of power. The fact that perpetual-motion machines cannot work because they violate the laws of thermodynamics has not discouraged inventors and hucksters from attempting to break, circumvent, or ignore those laws.

U D 4

Perpetual motion, the action of a device that, once set in motion, would continue in motion forever, with no additional energy required to maintain it. Such devices are impossible on grounds stated by the first and second laws of thermodynamics. Perpetual motion, although impossible to produce, has fascinated both inventors and the general public for hundreds of years. The enormous appeal of perpetual motion resides in the promise of a virtually free and limitless source of power. The fact that perpetual-motion machines cannot work because they violate the laws of thermodynamics has not discouraged inventors and hucksters from attempting to break, circumvent, or ignore those laws.

Message Board

BCC

Back

MessageBoard

Log Out

Ken Thompson

Perpetual motion, the action of a device that, once set in motion, would continue in motion forever, with no additional energy required to maintain it. Such devices are impossible on grounds stated by the first and second laws of thermodynamics. Perpetual motion, although impossible to produce, has fascinated both inventors and the general public for hundreds of years. The enormous appeal of perpetual motion resides in the promise of a virtually free and limitless source of power. The fact that perpetual-motion machines cannot work because they violate the laws of thermodynamics has not discouraged inventors and hucksters from attempting to break, circumvent, or ignore those laws.

Dennis Ritchie

Perpetual motion, the action of a device that, once set in motion, would continue in motion forever, with no additional energy required to maintain it. Such devices are impossible on grounds stated by the first and second laws of thermodynamics. Perpetual motion, although impossible to produce, has fascinated both inventors and the general public for hundreds of years. The enormous appeal of perpetual motion resides in the promise of a virtually free and limitless source of power. The fact that perpetual-motion machines cannot work because they violate the laws of thermodynamics has not discouraged inventors and hucksters from attempting to break, circumvent, or ignore those laws.

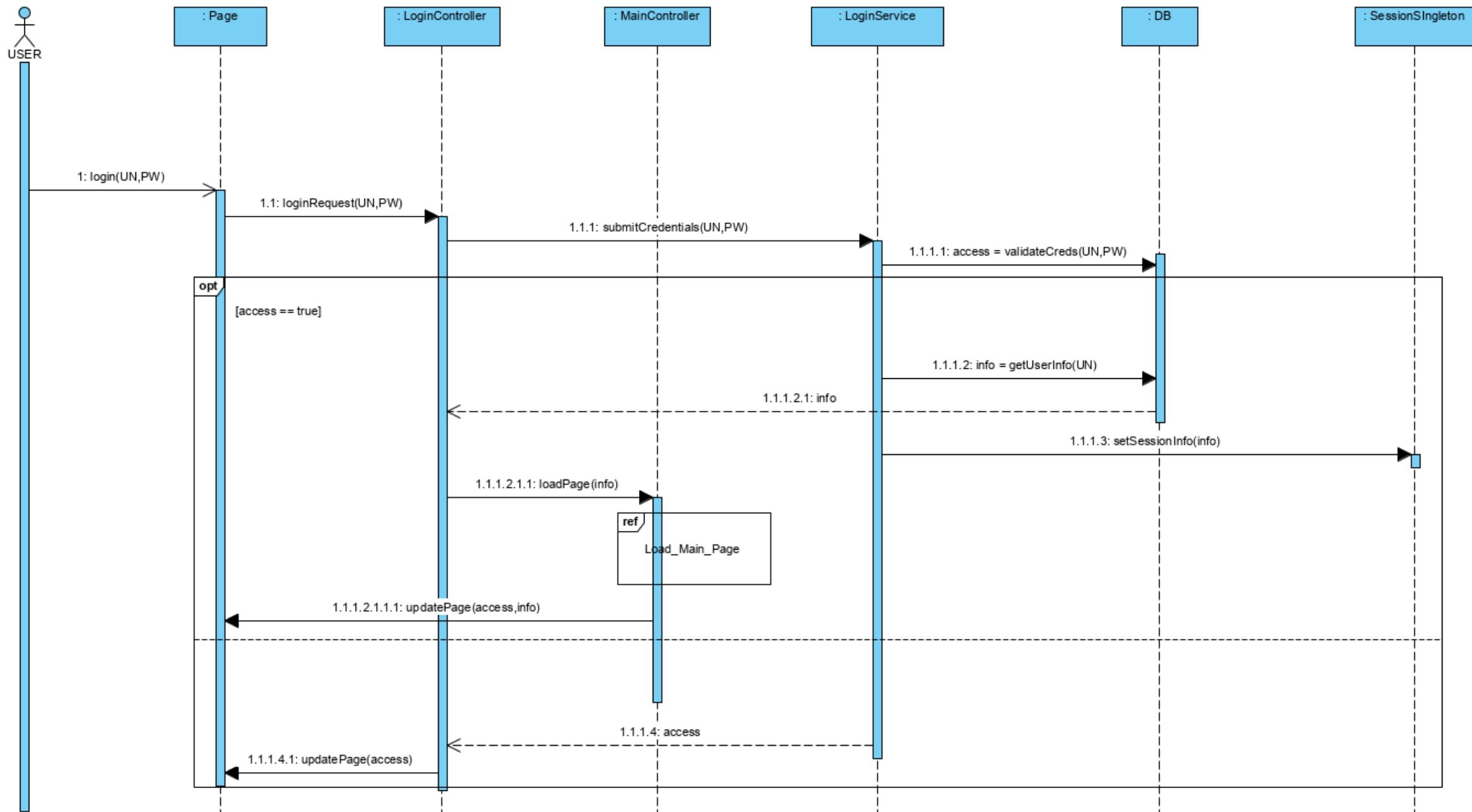
Ken Thompson

Perpetual motion, the action of a device that, once set in motion, would continue in motion forever, with no additional energy required to maintain it. Such devices are impossible on grounds stated by the first and second laws of thermodynamics. Perpetual motion, although impossible to produce, has fascinated both inventors and the general public for hundreds of years. The enormous appeal of perpetual motion resides in the promise of a virtually free and limitless source of power. The fact that perpetual-motion machines cannot work because they violate the laws of thermodynamics has not discouraged inventors and hucksters from attempting to break, circumvent, or ignore those laws.

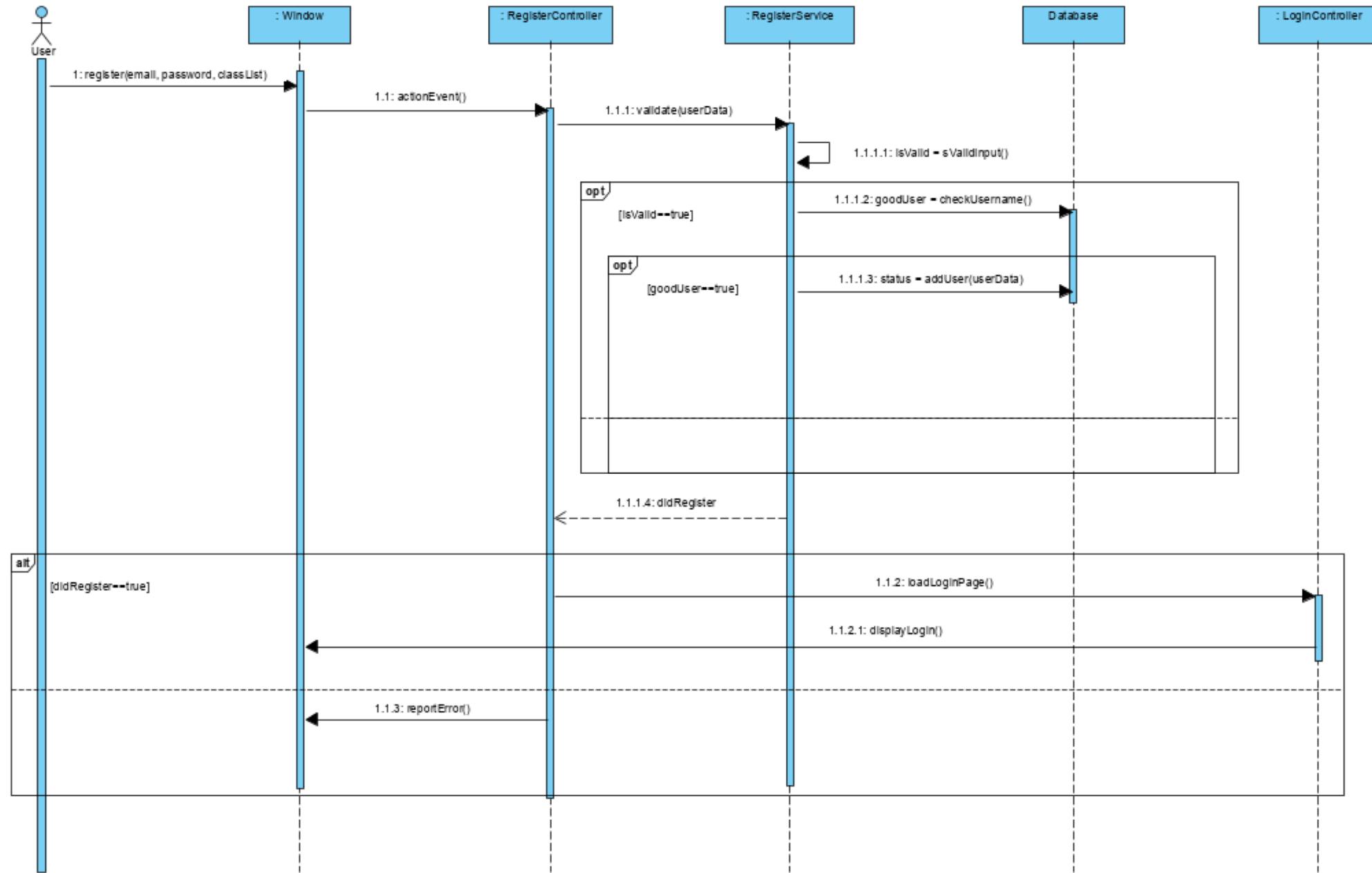
Message User

Sequence Diagrams

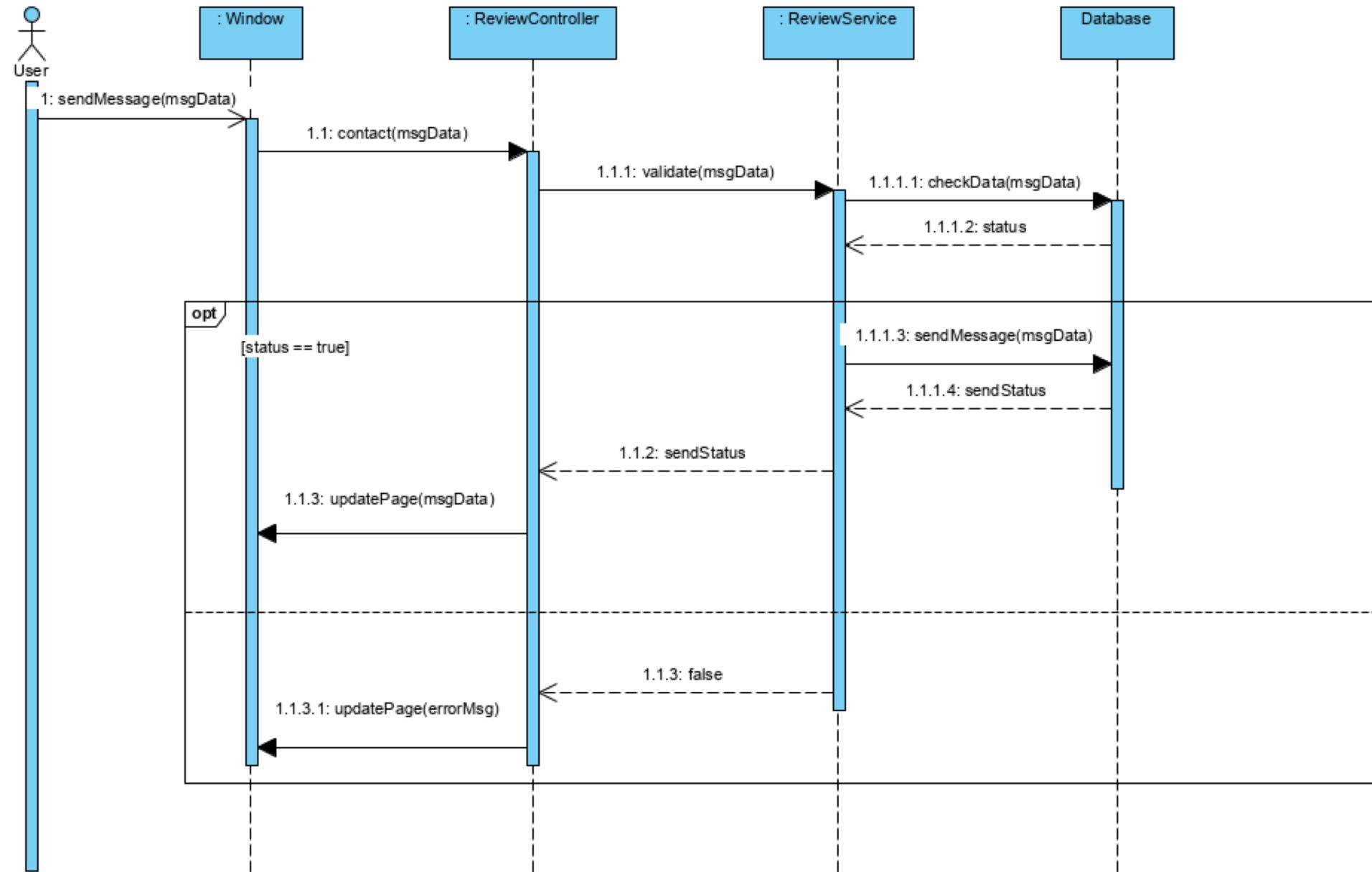
sd Login_System_Diagram



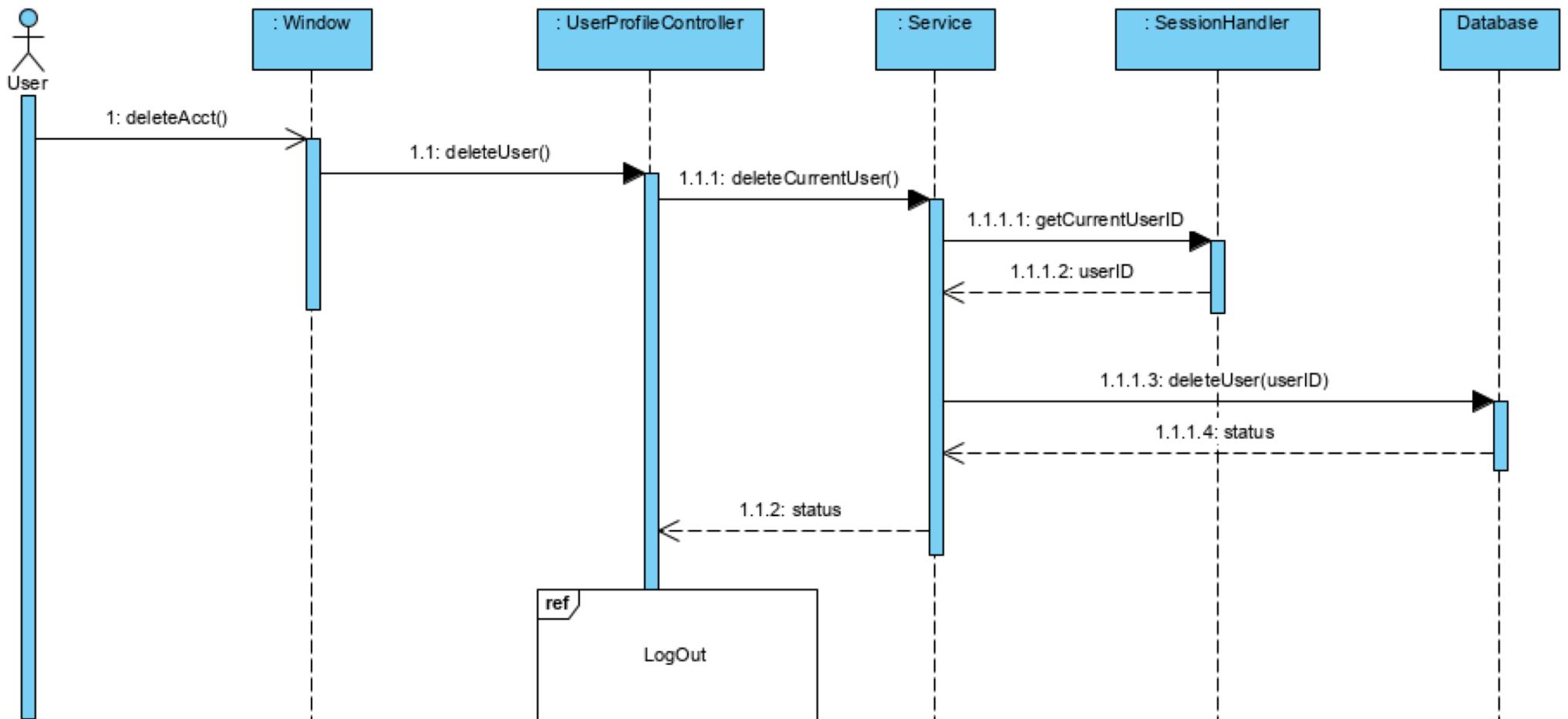
sd Register Account



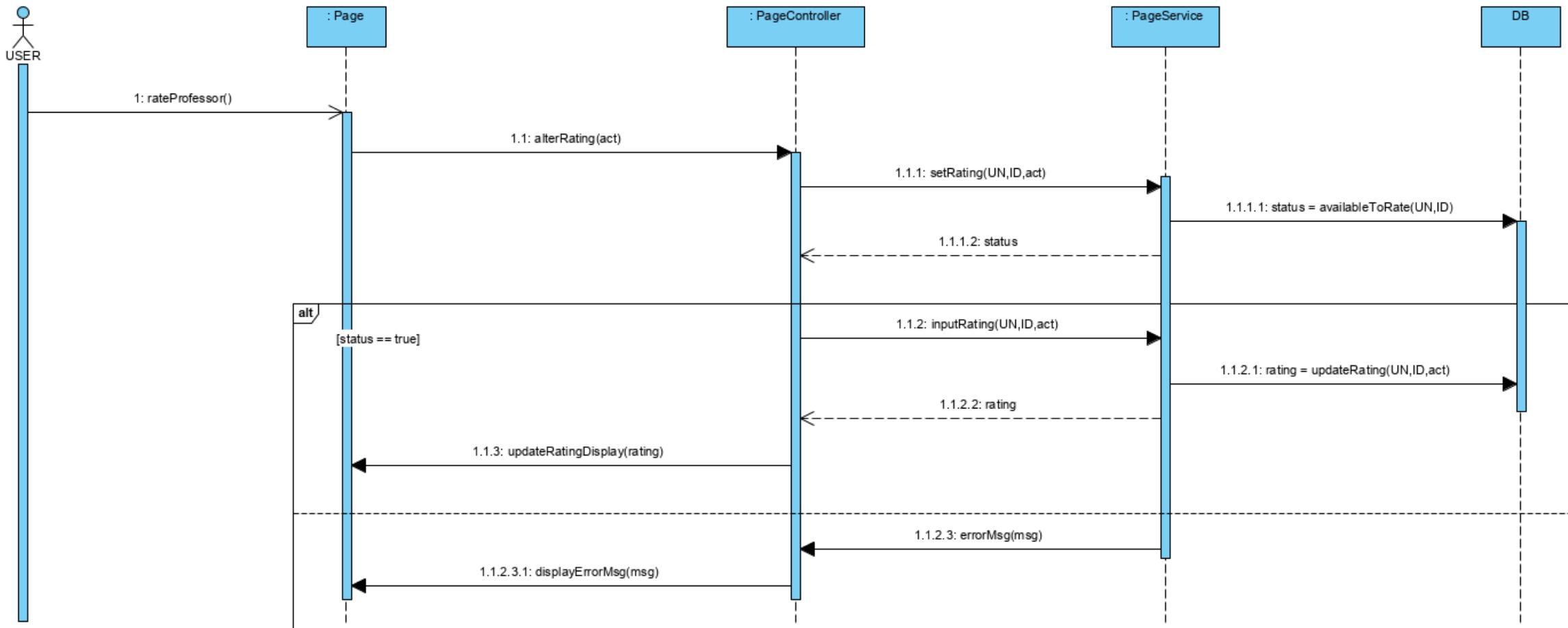
sd Message User

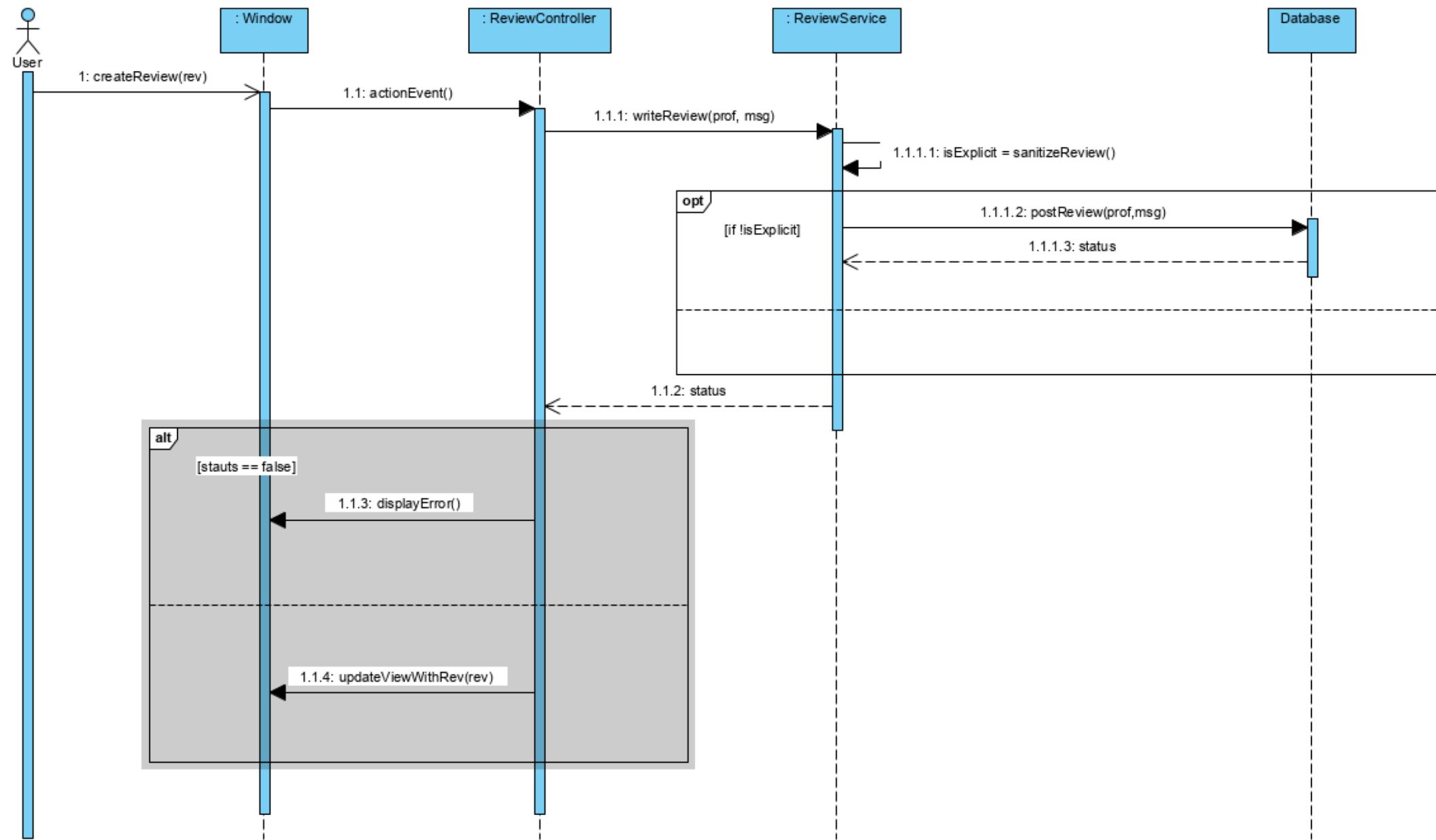


sd deleteAccount

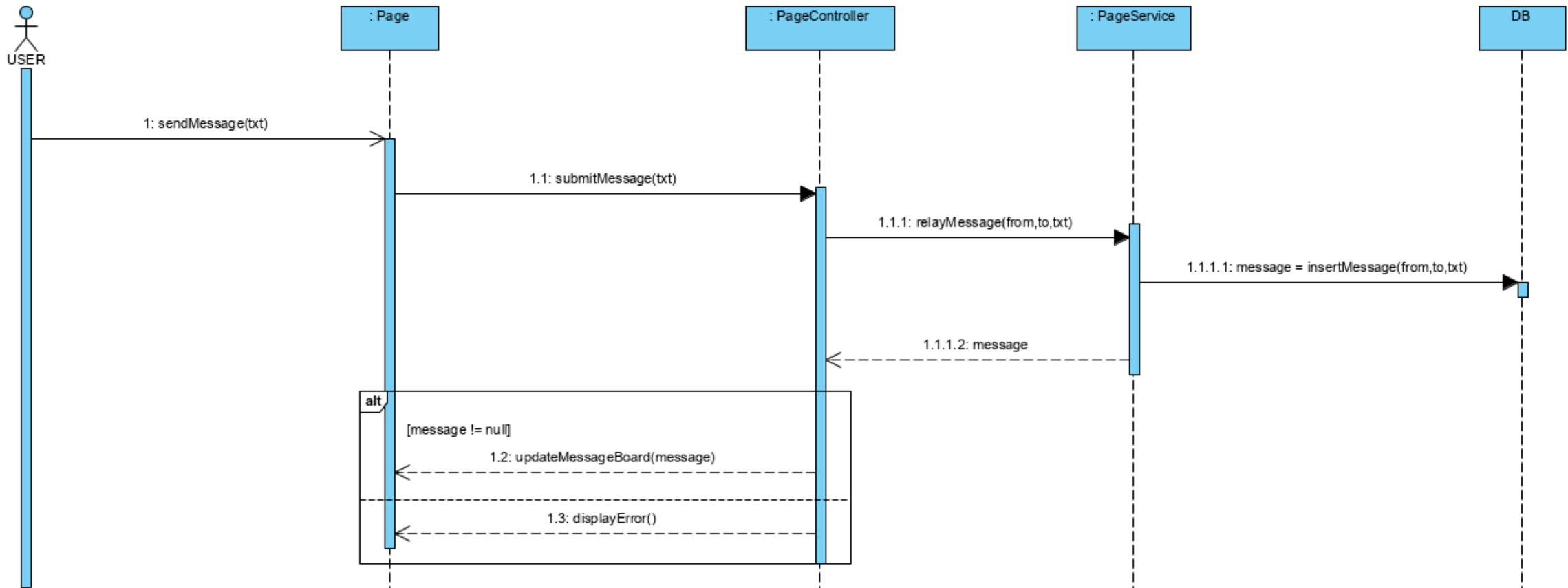


sd Rate_Review

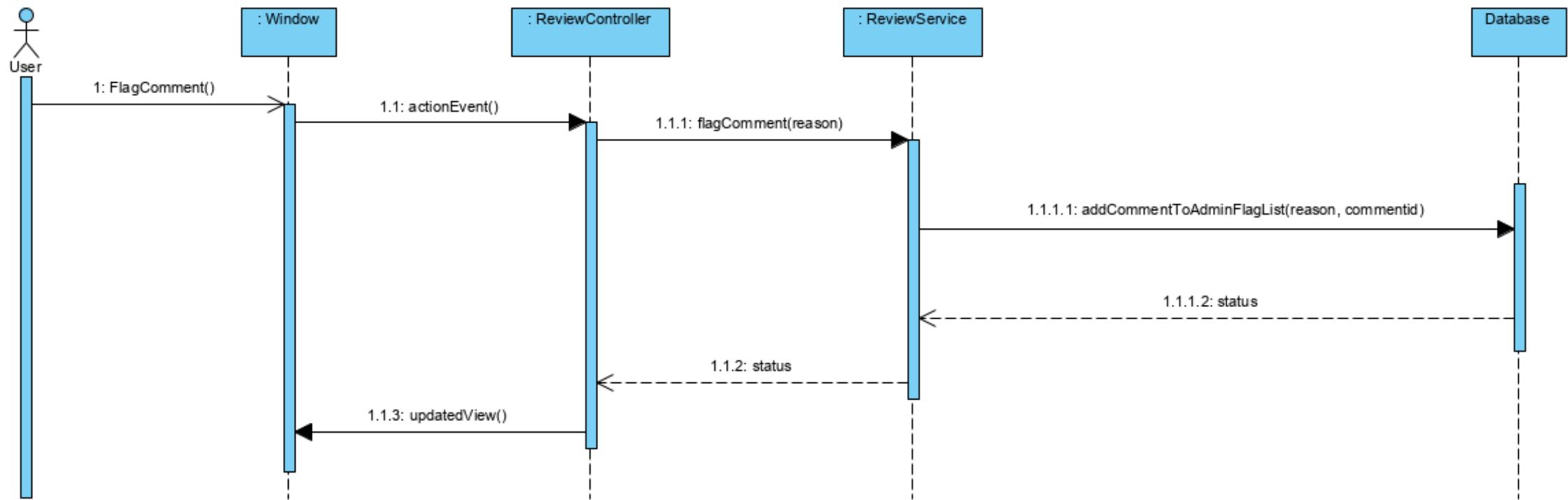




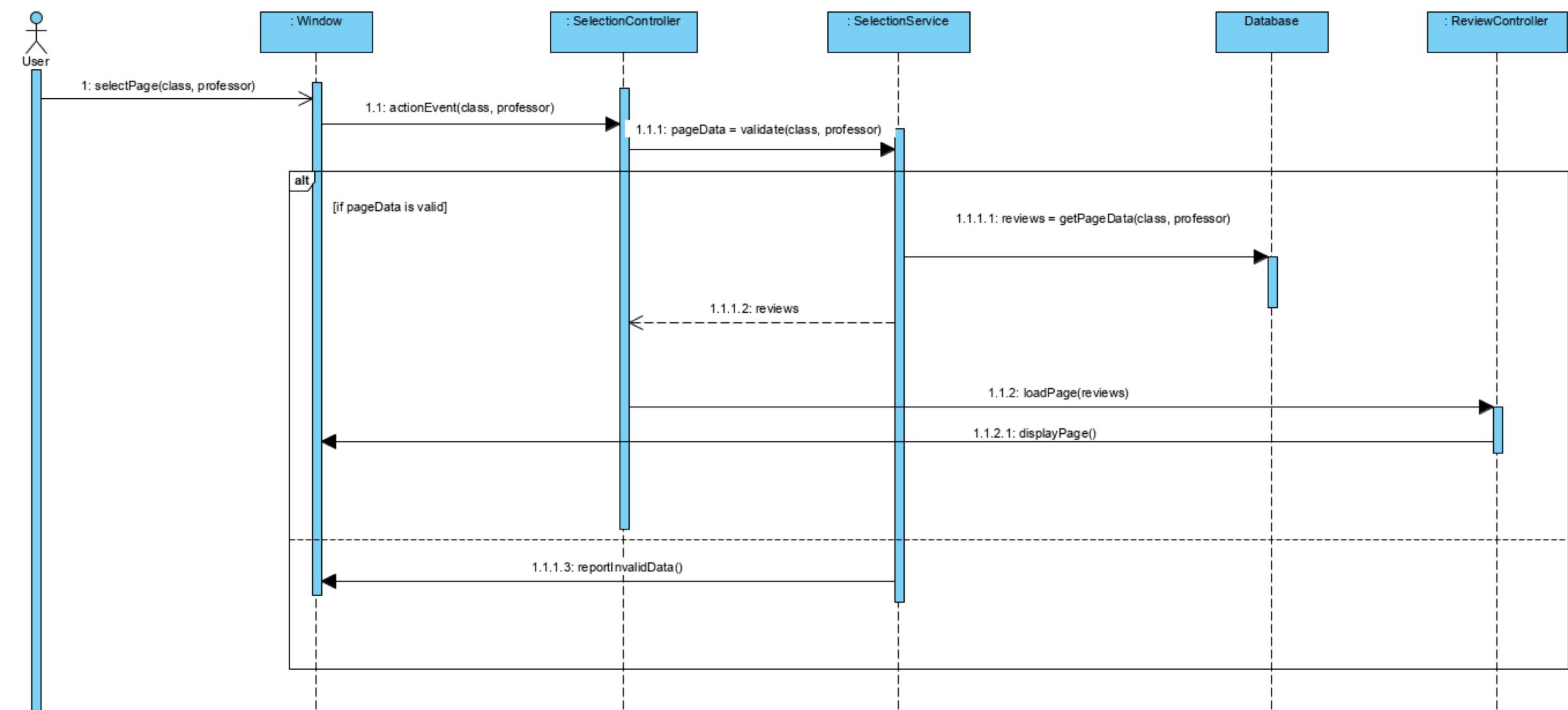
sd Respond_To_Message

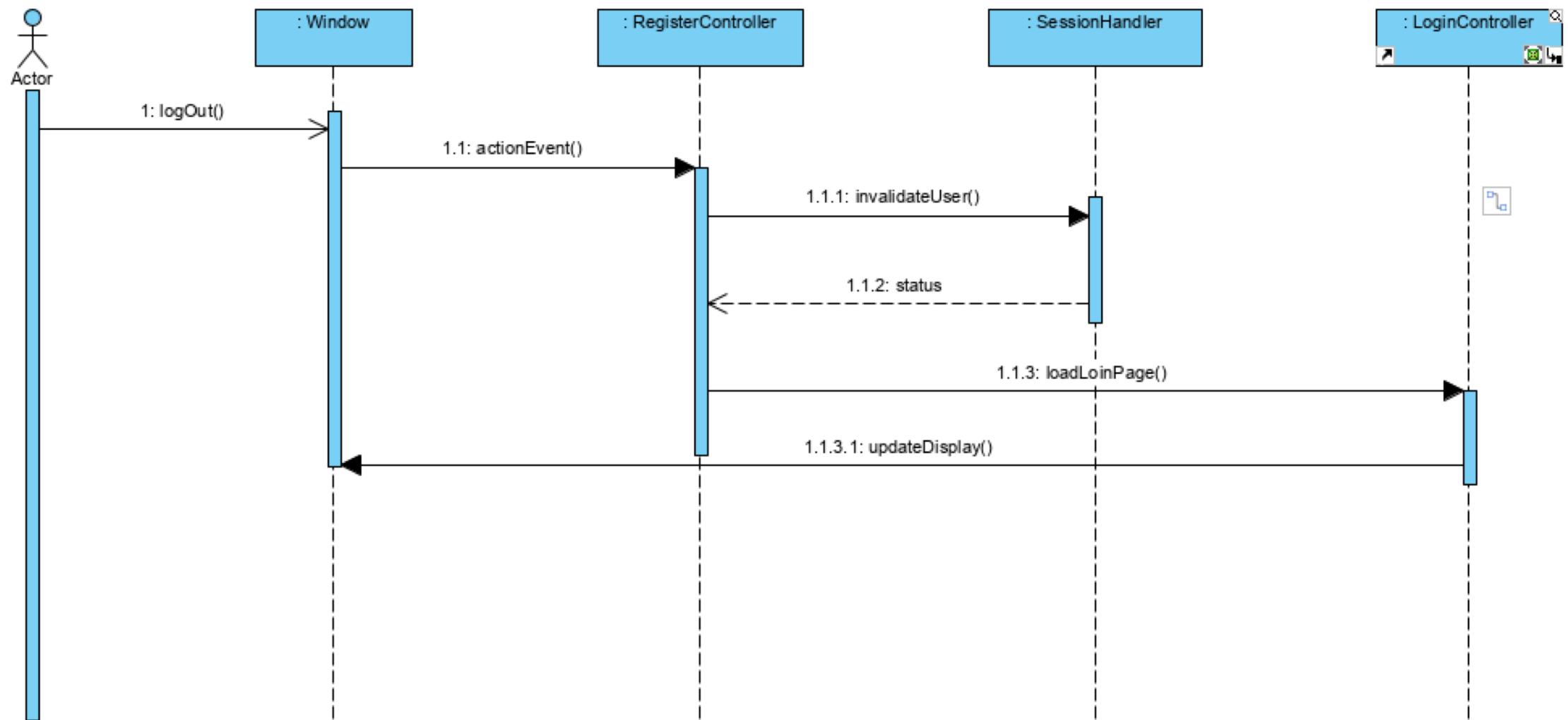


sd FlagComment



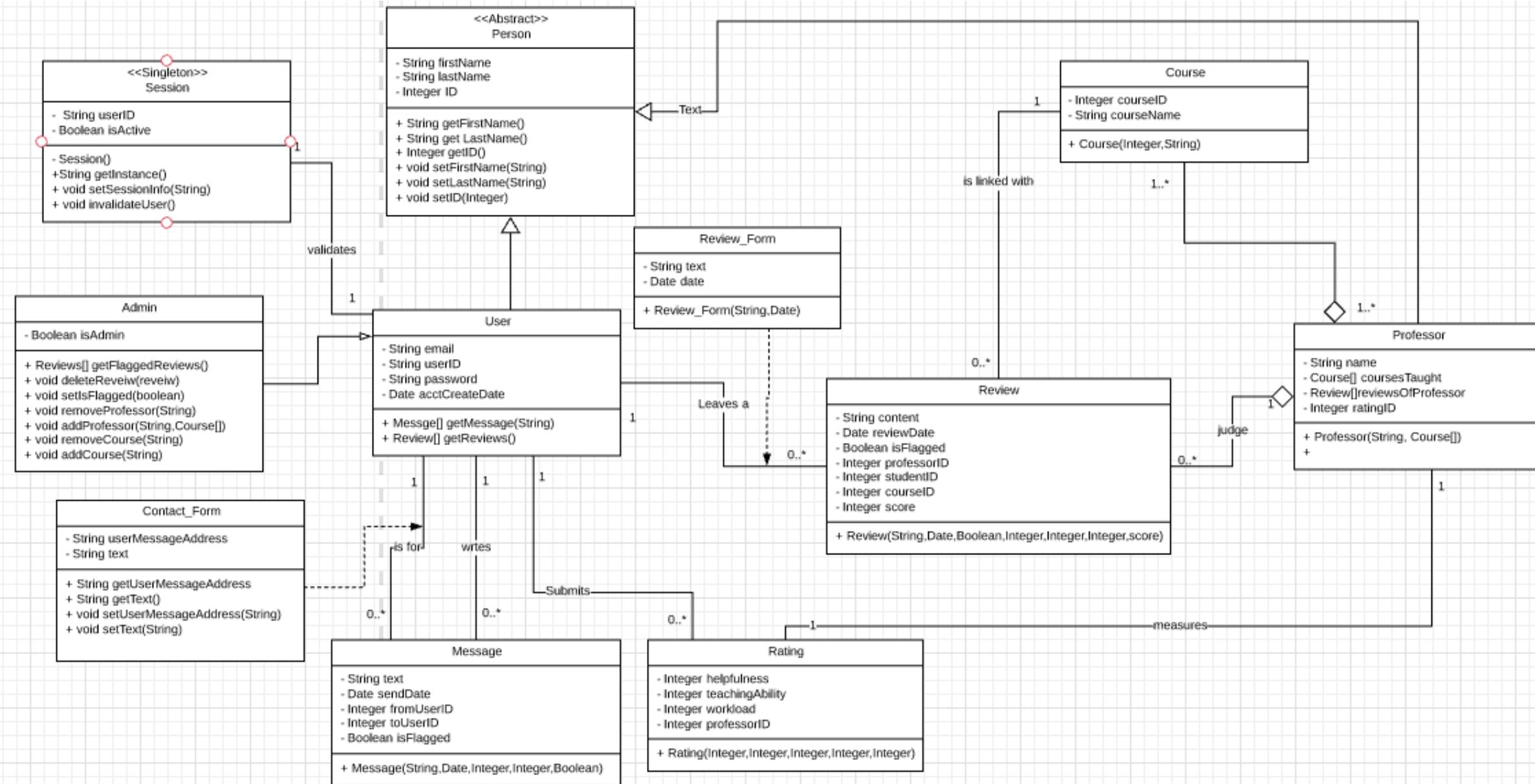
sd Read_review



sd Log_Out

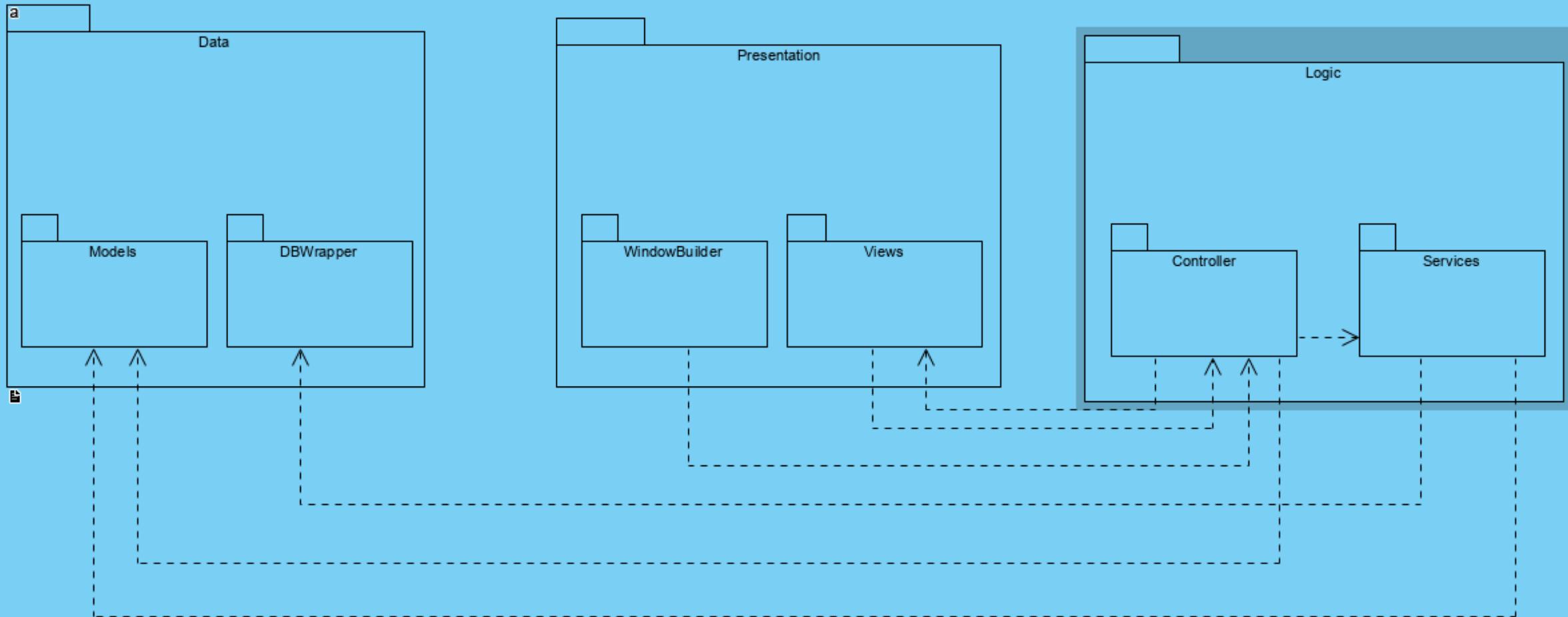
Design Class Diagram

BCC Application



Iteration 2 Package Diagram

com.BNU



Doxxygen Project Documentation

Package Explorer X WorkerFileHandleLeak.java WorkerMemory.java WorkerCPU.java Worker.java WorkerPath.java Main.java My Project: Packages X

file:///C:/Users/Kevin/Documents/Software_Engineering_1/BNU/BCC/doxy/html/namespaces.html

My Project 1.0

Main Page Packages Classes Files Search

My Project Packages Packages Classes Files [detail level 1 2 3 4]

Packages

Here are the packages with brief descriptions (if available):

- com
 - N BNU
 - N database
 - N pages
 - N classesByTeacher
 - N login
 - N main
 - N message_board
 - N register
 - N teacher_review
 - N teachersByClass
 - N UserReview
 - N startmain
 - N windowbuilder

Generated by doxygen 1.8.14

Console X No consoles to display at this time.

Package Explorer X WorkerFileHandleLeak.java WorkerMemory.java WorkerCPU.java Worker.java WorkerPath.java Main.java My Project: Class List X

file:///C:/Users/Kevin/Documents/Software_Engineering_1/BNU/BCC/doxy/html/annotated.html

My Project 1.0

Main Page Packages Classes Files Search

My Project

- Packages
- Classes
 - Class List
 - Class Index
 - Class Hierarchy
 - Class Members
 - Files

Class List

Here are the classes, structs, unions and interfaces with brief descriptions:

[detail level 1 2 3 4 5]

com

- N BNU
 - N database
 - C DatabaseMock
 - C dbWrapper
 - N pages
 - N classesByTeacher
 - C ClassByTeacherController
 - C ClassByTeacherModel
 - C ClassByTeacherView
 - C Course
 - C CourseListEntry
 - C ProfessorCourse
 - N login
 - C LoginController
 - C LoginModel
 - C LoginView
 - C testLoginLayout
 - C testMainLayout
 - N main

Package Explorer X WorkerFileHandleLeak.java WorkerMemory.java WorkerCPU.java Worker.java WorkerPath.java Main.java My Project: File List X

file:///C:/Users/Kevin/Documents/Software_Engineering_1/BNU/BCC/doxy/html/files.html

My Project 1.0

Main Page Packages Classes Files

[detail level 1 2 3 4 5 6 7 8]

My Project

- Packages
- Classes
- Files

File List

src

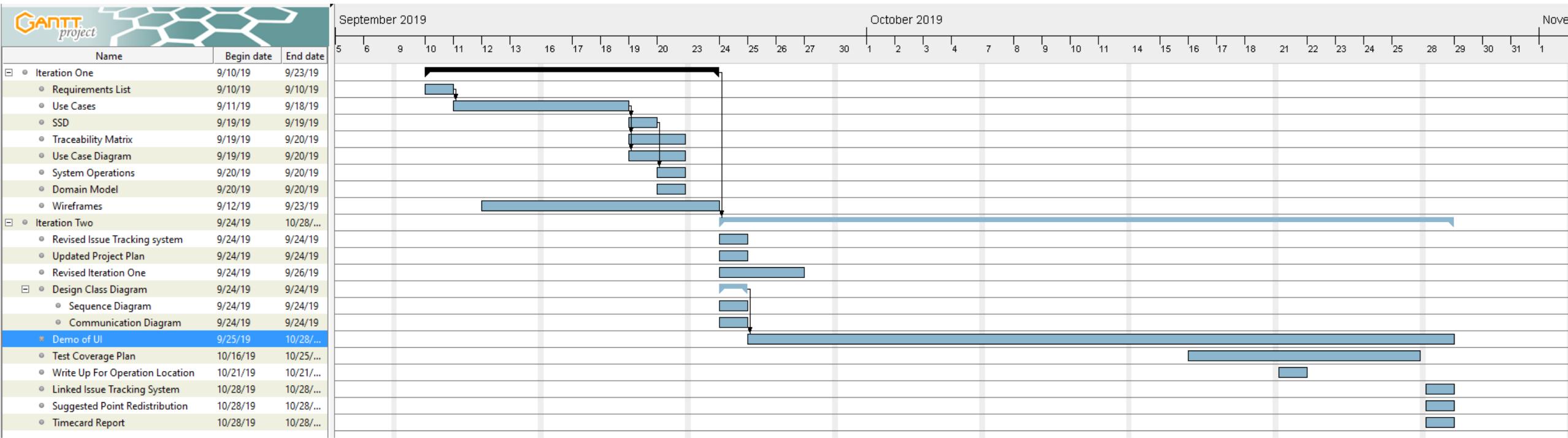
- main
- java
- com
- BNU
- database
- DatabaseMock.java
- dbWrapper.java
- pages
- classesByTeacher
- ClassByTeacherController.java
- ClassByTeacherModel.java
- ClassByTeacherView.java
- Course.java
- CourseListEntry.java
- ProfessorCourse.java
- login
- LoginController.java
- LoginModel.java
- LoginView.java
- testLoginLayout.java
- testMainLayout.java
- main
- MainController.java

Generated by doxygen 1.8.14

Console X

No consoles to display at this time.

Project Planning



Grasp Justification

Each page is an individual package containing all the functionality needed required to load that page. Using the MVC model we are able to atomize the datatypes, logic, and view of each page.

Each pages Controller contains instances of the view, model, and panel that that page will display, as well as a reference to the database where data can be fetched for displaying.

Each Model contains the datatypes required to build the page. If the model represents a Java Swing pane then it contains mostly the JComponents that will be displayed on that page.

Each View builds the model JComponents into the pane that is stored by the Controller.

The database is currently wrapped with an API that will mimic the database when it is fully implemented. However it is currently hard-coded.

Coverage Plan

Each Controller and View will have test classes dedicated to them.

The Model currently has no implementation other than getters and setters, therefore does not need a testing suite.

The View of each page will be tested for loading errors by mocking the Controller for values.

The Controller will be tested using a mocked view to check for valid GUI generation and exception handling, It will also have tests for the functionality it contains within itself for database query routing.

Git Repository

The screenshot shows a GitHub repository page for 'MarkFuller1 / BNU'. The repository has 52 commits, 10 branches, 0 releases, and 3 contributors. The latest commit was 37136d8, made 2 hours ago. The README.md file contains the text: 'Baylor Class Connect is a Professor Review and Student Connection Tool'.

MarkFuller1 / BNU

Code Issues 8 Pull requests 2 Projects 0 Wiki Security Insights Settings

Baylor Class Connect is a Professor Review and Student Connection Tool Edit

Manage topics

52 commits 10 branches 0 releases 3 contributors

Branch: master New pull request Create new file Upload files Find file Clone or download

Kevin-Joseph Merge pull request #23 from MarkFuller1/Kevin_Diagrams_1 ... Latest commit 37136d8 2 hours ago

BCC Package Diagram and documentation 7 hours ago

docs Merge branch 'master' into Kevin_Diagrams_1 2 hours ago

.project Revised SSDs and Design Class Diagram 2 hours ago

README.md Create README.md 8 days ago

README.md

BNU

Baylor Class Connect is a Professor Review and Student Connection Tool

Repository Link: <https://github.com/MarkFuller1/BNU/>

Issue Tracking

The screenshot shows a GitHub repository page for 'MarkFuller1 / BNU'. The main navigation bar includes links for Pull requests, Issues, Marketplace, and Explore. On the right side of the header are Unwatch (1), Star (0), Fork (0), and a user icon.

The repository name 'MarkFuller1 / BNU' is displayed above the issue list. Below the header, there are tabs for Code, Issues (6), Pull requests (2), Projects (0), Wiki, Security, Insights, and Settings. A modal window titled 'Label issues and pull requests for new contributors' is open, explaining that GitHub will help potential first-time contributors discover issues labeled with 'good first issue'. There is a 'Dismiss' button in the top right corner of the modal.

The issue list is filtered by 'is:issue is:open'. It shows 6 open issues:

- Local branch not recognizing changes in master. (#20)
- Page navigation is not working. (#19)
- Select Class and professor columns are not aligned (#18)
- Message page layout is not right or left justified based on who's message it is (#17)
- database mock for MVC is incorrect (#6)
- Team Planning Through End of Project (#1)

Each issue card includes a checkbox, the issue number, a title, a description, and the author's name. There are also dropdown menus for Author, Labels, Projects, Milestones, Assignee, and Sort.

Repository Link: <https://github.com/MarkFuller1/BNU/issues>

ⓘ 3 Open ✓ 8 Closed

Author ▾

Labels ▾

Projects ▾

Milestones ▾

Assignee ▾

Sort ▾

- ⓘ **Absolute layout not working in ScrollPane**
#22 by Kevin-Joseph was closed 4 days ago ✉ 1
- ⓘ **Visual Paradigm Expired**
#21 by Kevin-Joseph was closed 4 days ago ✉ 1
- ⓘ **Local branch not recognizing changes in master.**
#20 by Kevin-Joseph was closed 22 hours ago ✉ 1
- ⓘ **Page naviagaion is not working.**
#19 by Kevin-Joseph was closed 22 hours ago ✉ 1
- ⓘ **Select Class and professor columns are not aligned**
#18 opened 4 days ago by MarkFuller1 ✉ 1
- ⓘ **Message page layout is not right or left justified based on who's message it is**
#17 opened 4 days ago by MarkFuller1 ✉ 1
- ⓘ **Back buttons for the professor and class select pages missing**
#16 by MarkFuller1 was closed 4 days ago ✉ 1
- ⓘ **database mock for MVC is incorrect**
#6 opened 6 days ago by MarkFuller1 ✉ 1
- ⓘ **Issues attaching images in wiki**
#3 by Kevin-Joseph was closed 6 days ago ✉ 1
- ⓘ **Github not committing**
#2 by Kevin-Joseph was closed 6 days ago ✉ 1
- ⓘ **Team Planning Through End of Project**
#1 by Kevin-Joseph was closed 22 hours ago ✉ 1

Repository Link: <https://github.com/MarkFuller1/BNU/issues>

BCC Iteration 3

Mark Fuller

Kevin Kulda

Connor Woodahl

Project Repository: <https://github.com/MarkFuller1/BNU>

Use Case Screenshots from GUI

Make Account

BCC

Back

Make an Account

User Information

Username:

Password:

Add Classes Taken

- C++ Intro 2
- Discrete Structures
- Intro to Computer Systems
- Data Structures
- Software 1
- Algorithms
- Systems Programming
- Database Design

Register!

Leave Review

Home Cindy Fry Intro to Computer Systems

Teaching Ability Helpfulness Workload

Add Description

Submit

BCC

Back Professor: Cindy Fry Add Review

Class: Intro to Computer Systems

Score	Helpfulness	Teaching Ability	Workload
5	5	5	5

dave Flag Comment Message Reviewer

+ 0 -

devil. Yes, this class is hard and time-consuming. For any of you reading this page as I was a year ago freaking out, you should only freak out if you aren't willing to put in the work. Fryss class has as much material and opportunity for you to succeed as you're willing to take. Should you be willing to be meticulous on the homeworks, watch the online lectures, and read the book weekly, you will survive and even thrive. If this doesn't sound like something you will do, well, maybe you should freak out, just to be real with you. Most people I know that didn't stay on top of assignments and materials either barely maintained a passing grade or maybe a B if they were lucky. TIPS: 1. Start homework when it is assigned. Stay a week ahead on the homeworks. 2. Watch the video lectures on the pace they're assigned. This will keep you ahead on the material. 3. Read the book on the pace it's assigned.

Contact Student

BCC

Back user2 Log Out

Cerny <3

mac

user2

hey
user
why

Oh hi Mark
WYA

I would give you a 1

hello

we just live messaged

yay

microsoft

Send

BCC

Back Professor: Cindy Fry Class: Intro to Computer Systems Add Review

Score Helpfulness Teaching Ability Workload

5 5 5 5

dave Flag Comment Message Reviewer

0

devil. Yes, this class is hard and time-consuming. For any of you reading this page as I was a year ago freaking out, you should only freak out if you aren't willing to put in the work. Fryss class has as much material and opportunity for you to succeed as you're willing to take. Should you be willing to be meticulous on the homeworks, watch the online lectures, and read the book weekly, you will survive and even thrive. If this doesn't sound like something you will do, well, maybe you should freak out, just to be real with you. Most people I know that didn't stay on top of assignments and materials either barely maintained a passing grade or maybe a B if they were lucky. TIPS: 1. Start homework when it is assigned. Stay a week ahead on the homeworks. 2. Watch the video lectures on the pace they're assigned. This will keep you ahead on the material. 3. Read the book on the pace it's assigned.

Respond to a Message



This screenshot provides a detailed view of the message history between 'user2' and another user. The interface includes a sidebar with user profiles for 'Cerny <3>', 'mac', and 'user2'. The main area shows a series of messages:

- 'user2' says: 'hey', 'user', 'why'
- 'user2' says: 'Oh hi Mark', 'WYA'
- 'user2' says: 'I would give you a 1'
- 'user2' says: 'hello'
- 'user2' says: 'we just live messaged'
- 'user2' says: 'yay'
- 'user2' says: 'microsoft'
- The other user responds with: 'aahh', 'hey', 'hey', 'this', 'this', 'this', 'this'

A 'Send' button is at the bottom of the message input field.

Edit Review

The screenshot shows a user interface for managing reviews. At the top, there is a navigation bar with icons for BCC, Back, Delete Account, User: user1, Log Out, and Messages. Below the navigation bar, the title "Review History" is centered. A large rectangular area contains a review entry for the course "Data Structures" taught by "Greg Hamerly". The review text is "What a class and what a professor!". A rating of "10" is displayed to the left of the review. On the right side of the review entry is a "Submit Edits" button. A vertical scroll bar is visible on the right edge of the main content area.

BCC

Back Delete Account User: user1 Log Out Messages

Review History

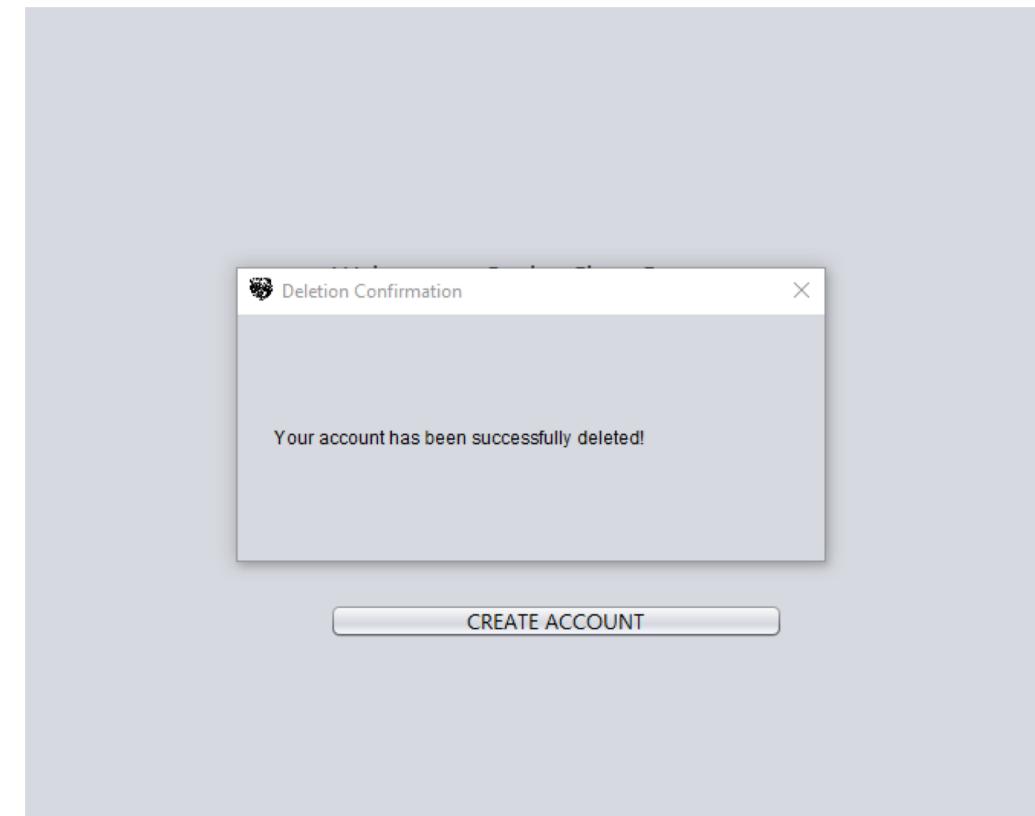
Data Structures Greg Hamerly

What a class and what a professor!

10

Submit Edits

Delete Account



Rate Review

BCC

Back

Score

5

dave Flag Comment

+ 1 -

devil. Yes, this class should only freak out succeed as you're we read the book weekly should freak out, just barely maintained a ahead on the homework material. 3. Read the

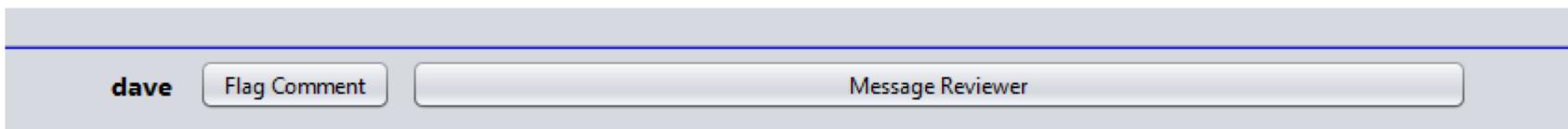
ron Flag Comment

+ 0 -

:CSI 2334 - I like Fry a amount of workload is very unnecessary authoritative figure, question. She definitely course, I would take C+ considering how

mac Flag Comment

Flag Comment



Read Review

Baylor Class Connect



Search By Class

C++ Intro 2

Search By Professor

Cindy Fry

Back

Intro to Computer Systems

Teachers

Ratings

Number Of Reviews

Select

Cindy Fry

4.7

14

Log Out

[Log Out](#)

[Profile](#)

Baylor Class Connect

Link to Use Case Video

https://youtu.be/wOC9_yUQSi8

Link to Application User Guide

https://github.com/MarkFuller1/BNU/wiki/User_Guide_For_BCC

USER GUIDE

BCC

Mark Fuller

Kevin Kulda

Connor Woodahl

BCC is an application to read and write reviews about Baylor Computer Science professors. Additionally, users may upvote, downvote, and flag comments, and may message other users. The following functions are necessary to fully utilize the BCC application: register account, login, find class reviews, flag a review, upvote and downvote a review, write a review, message a user, view your reviews, and delete account.

- How To Run The Application: Navigate to the jar page on this wiki [<https://github.com/MarkFuller1/BNU/wiki/jar>] and download the application jar. Next, open a terminal/command prompt and navigate to the location of the jar. In the terminal enter the following command to run the jar: >java -jar [jar file name]
- Register Account: When you navigate to the BCC application you will see the login page. If you have login credentials you may enter them to gain access to the application. If you do not have login credentials but want access to the application, you must register an account. To register an account select the "Create Account" button on the login screen. You will then be taken to the registration page.

Pages 23

Find a Page...

Home

[Demo_Iteration_2](#)

[Design_Class_Diagram](#)

[Domain_Class_Diagram](#)

[Doxygen Documentation](#)

[GRASP Justification](#)

[Installing and starting Postgres](#)

jar

[Operations](#)

[Package_Diagram](#)

[Postgres Basics](#)

[Project Analysis](#)

[Requirements](#)

[Sequence Diagrams](#)

[SQL Cheat Sheet](#)

Show 8 more pages...

+ Add a custom sidebar

Link to Download Project Jar

<https://github.com/MarkFuller1/BNU/wiki/jar>

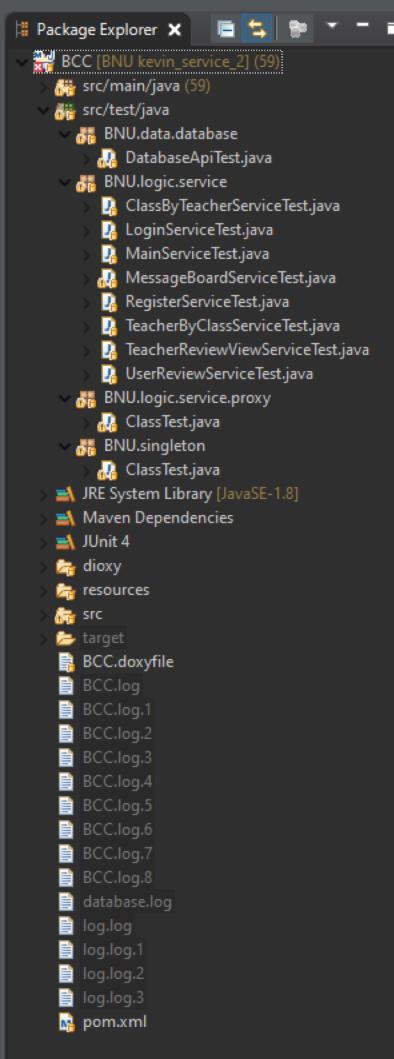
Testing

```

INFO: Login page loaded correctly
Dec 04, 2019 10:53:30 PM BNU.presentation.LoginView BuildLoginView
INFO: Login page loaded correctly
Dec 04, 2019 10:53:30 PM BNU.data.database.DatabaseApi isAdminImpl
WARNING:
[INFO] Tests run: 3, Failures: 0, Errors: 0, Skipped: 0, Time elapsed: 0.749 s - in BNU.logic.service.proxy.ClassTest
[INFO] Running BNU.logic.service.RegisterServiceTest
Dec 04, 2019 10:53:30 PM BNU.presentation.LoginView BuildLoginView
INFO: Login page loaded correctly
Dec 04, 2019 10:53:30 PM BNU.data.database.DatabaseApi validateUserImpl
INFO: SELECT * FROM users WHERE users.user_name = 'admin' AND users.password = 'admin'
admin admin
Dec 04, 2019 10:53:30 PM BNU.presentation.LoginView BuildLoginView
INFO: Login page loaded correctly
Dec 04, 2019 10:53:30 PM BNU.data.database.DatabaseApi validateUserImpl
INFO: SELECT * FROM users WHERE users.user_name = 'user3' AND users.password = 'kk'
user3 kk
[INFO] Tests run: 2, Failures: 0, Errors: 0, Skipped: 0, Time elapsed: 0.59 s - in BNU.logic.service.RegisterServiceTest
[INFO] Running BNU.logic.service.TeacherByClassServiceTest
Dec 04, 2019 10:53:30 PM BNU.presentation.LoginView BuildLoginView
INFO: Login page loaded correctly
Dec 04, 2019 10:53:31 PM BNU.data.database.DatabaseApi getAllProfessorsForClassImpl
INFO: SELECT first_name, last_name FROM course, professor_course, professor WHERE course.title = 'Algorithms' AND course.course_id_pk = professor_course.course_id AND professor.professor_id_pk = professor_course.professor_id
Dec 04, 2019 10:53:31 PM BNU.presentation.LoginView BuildLoginView
INFO: Login page loaded correctly
Dec 04, 2019 10:53:31 PM BNU.data.database.DatabaseApi getAllTeacherInfoByCourseImpl
INFO: select professor.first_name, professor.last_name, review.* FROM review, professor, course, professor_course WHERE professor.professor_id_pk = review.professor_id AND course.title = 'Algorithms' AND course.course_id_pk = professor.professor_id AND review.course_id = professor_course.course_id
[INFO] Tests run: 2, Failures: 0, Errors: 0, Skipped: 0, Time elapsed: 0.64 s - in BNU.logic.service.TeacherByClassServiceTest
[INFO] Running BNU.logic.service.TeacherReviewViewServiceTest
Dec 04, 2019 10:53:31 PM BNU.presentation.LoginView BuildLoginView
INFO: Login page loaded correctly
Dec 04, 2019 10:53:31 PM BNU.data.database.DatabaseApi getAllReviewsForTeacherClassImpl
INFO: select content, review.score as score, user_name, review_id_pk FROM review, professor, course WHERE professor.first_name = 'Bill' AND professor.last_name = 'Booth' AND professor_id_pk = professor.professor_id AND course.title = 'Algorithms' AND review.course_id_pk = course.course_id_pk
Dec 04, 2019 10:53:32 PM BNU.presentation.LoginView BuildLoginView
INFO: Login page loaded correctly
Dec 04, 2019 10:53:32 PM BNU.data.database.DatabaseApi getOverallProfessorRatingsImpl
INFO: SELECT Avg(x.teaching_ability) as ta, Avg(x.workload) as w, Avg(x.helpfulness) as h, ((avg(x.teaching_ability) + avg(x.workload) + avg(x.helpfulness)) / 3) as avg
T review.professor_id, review.teaching_ability, review.workload, review.helpfulness FROM review, professor WHERE professor.first_name = 'Bill' AND professor.last_name = 'Booth' AND review.professor_id_pk = professor.professor_id AS x
[INFO] Tests run: 2, Failures: 0, Errors: 0, Skipped: 0, Time elapsed: 0.694 s - in BNU.logic.service.TeacherReviewViewServiceTest
[INFO] Running BNU.logic.service.UserReviewServiceTest
Dec 04, 2019 10:53:32 PM BNU.presentation.LoginView BuildLoginView
INFO: Login page loaded correctly
Dec 04, 2019 10:53:32 PM BNU.data.database.DatabaseApi getAllReviewsForUserImpl
INFO: select content, (teaching_ability + helpfulness + workload) / 3 as avg, course.title, first_name, last_name, review_id_pk from review, professor, course Where user_name = 'user1' AND review.professor_id_pk = professor.professor_id_pk AND review.course_id_pk = course.course_id_pk
[INFO] Tests run: 1, Failures: 0, Errors: 0, Skipped: 0, Time elapsed: 0.34 s - in BNU.logic.service.UserReviewServiceTest
[INFO] Running BNU.singleton.ClassTest
[INFO] Tests run: 5, Failures: 0, Errors: 0, Skipped: 0, Time elapsed: 0.01 s - in BNU.singleton.ClassTest
[INFO]
[INFO] Results:
[INFO]
[INFO] Tests run: 72, Failures: 0, Errors: 0, Skipped: 0
[INFO]
[INFO] -----
[INFO] BUILD SUCCESS
[INFO] -----
[INFO] Total time: 13.406 s
[INFO] Finished at: 2019-12-04T22:53:33-06:00
[INFO] -----
```

C:\Users\Kevin\Documents\Software_Engineering_1\BNU\BNU\BCC>git status
On branch kevin_service_2
Your branch is ahead of 'origin/kevin service 2' by 22 commits.

Note: tests that are dependent on data in the database may fail if we altered the data during development.



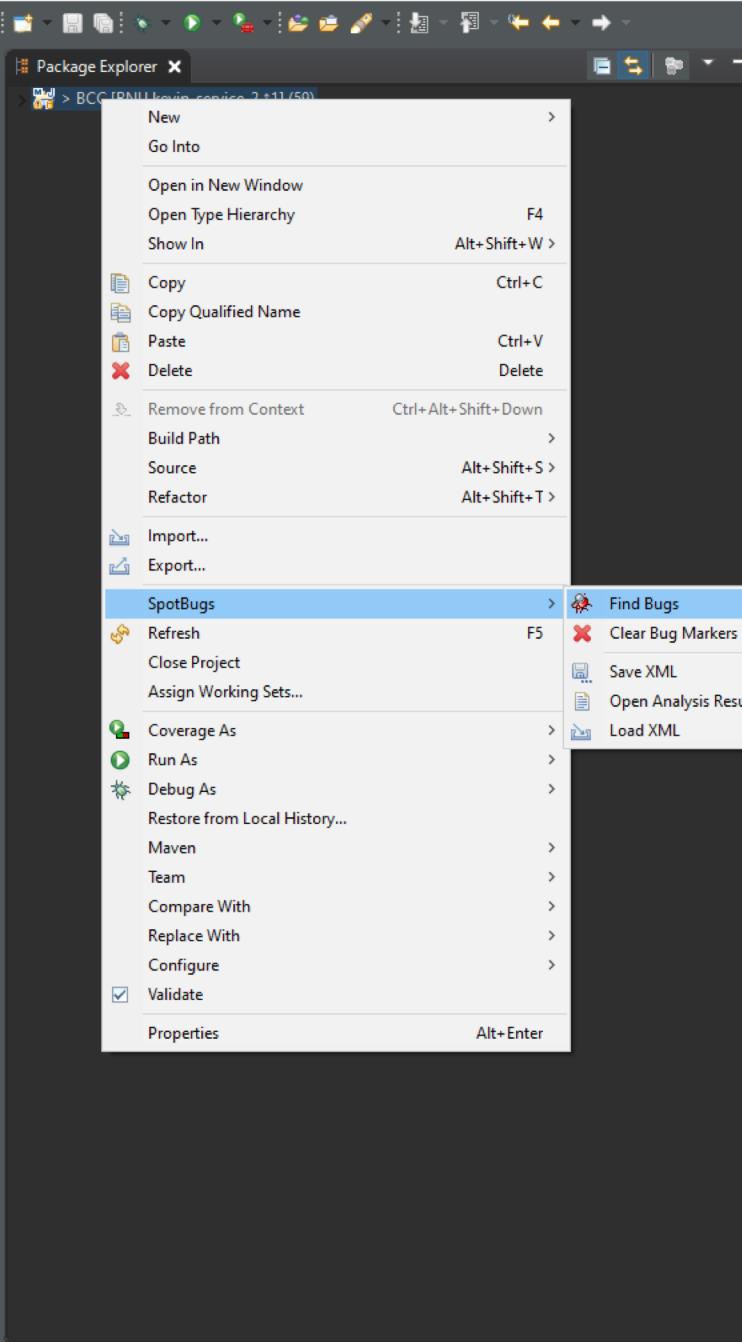
Package Explorer

BCC [BNU kevin_service_2] (59)
src/main/java (59)
src/test/java
 BNU.data.database
 DatabaseApiTest.java
 BNU.logic.service
 ClassByTeacherServiceTest.java
 LoginServiceTest.java
 MainServiceTest.java
 MessageBoardServiceTest.java
 RegisterServiceTest.java
 TeacherByClassServiceTest.java
 TeacherReviewViewServiceTest.java
 UserReviewServiceTest.java
 BNU.logic.service.proxy
 ClassTest.java
 BNU.singleton
 ClassTest.java
JRE System Library [JavaSE-1.8]
Maven Dependencies
JUnit 4
dioxy
resources
src
target
 BCC.doxymfile
 BCC.log
 BCC.log.1
 BCC.log.2
 BCC.log.3
 BCC.log.4
 BCC.log.5
 BCC.log.6
 BCC.log.7
 BCC.log.8
 database.log
 log.log
 log.log.1
 log.log.2
 log.log.3
pom.xml

ClassTest.java

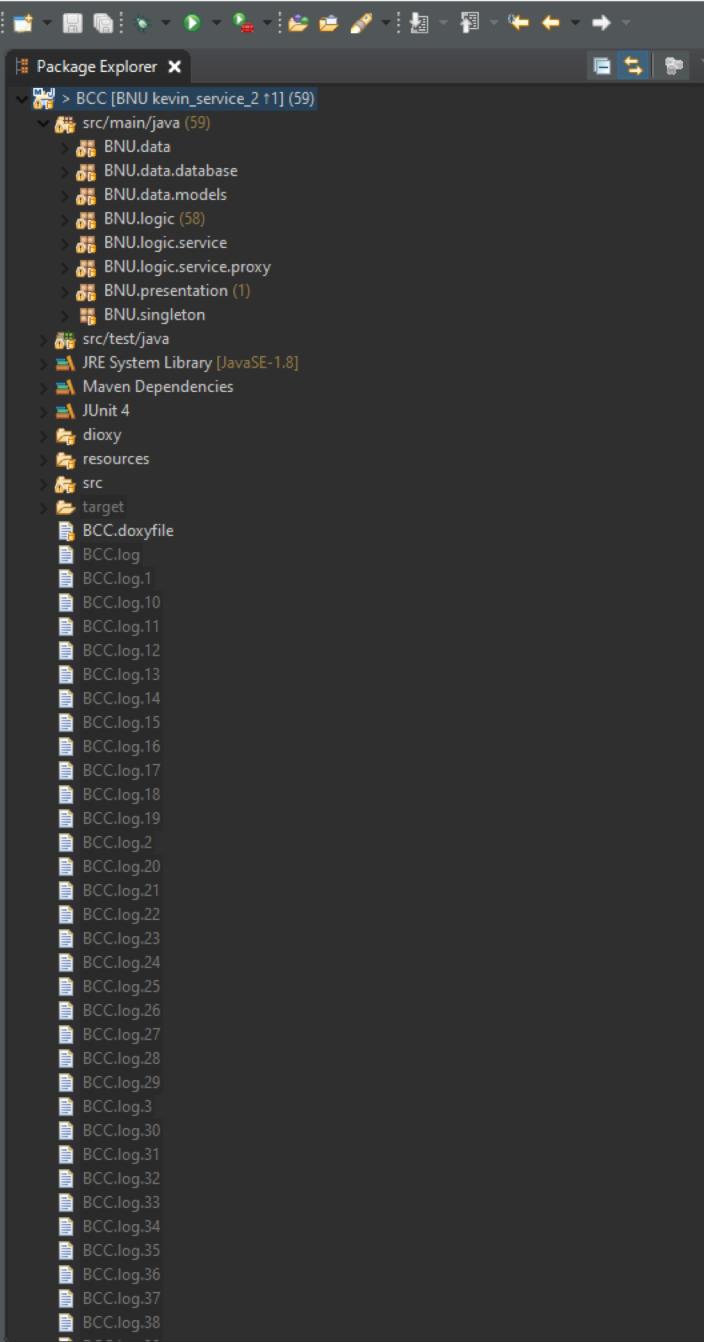
```
1 package BNU.singleton;
2
3 import static org.junit.Assert.assertFalse;
4
5
6 public class ClassTest {
7
8     @Before
9     public void setUp() {
10         SingletonSession session = SingletonSession.getInstance("User", true);
11     }
12
13     @Test
14     public void testSingletonGetInstance() throws Exception {
15         SingletonSession.getInstance();
16         //SingletonSession session = SingletonSession.getInstance("User", true);
17         assertTrue(SingletonSession.getUserName().equals("User"));
18         SingletonSession.getInstance();
19         assertTrue(SingletonSession.isAdmin());
20     }
21
22     @Test
23     public void testGetUserName() throws Exception {
24         SingletonSession.getInstance();
25         assertTrue(SingletonSession.getUserName().equals("User"));
26     }
27
28     @Test
29     public void testGetAdmin() throws Exception {
30         SingletonSession.getInstance();
31         assertTrue(SingletonSession.isAdmin());
32     }
33
34     @Test
35     public void testSetUserName() throws Exception {
36         SingletonSession.setUserName("changed");
37         SingletonSession.getInstance();
38         assertTrue(SingletonSession.getUserName().equals("changed"));
39     }
40
41     @Test
42     public void testSetAdmin() throws Exception {
43         SingletonSession.setAdmin(false);
44         SingletonSession.getInstance();
45         assertFalse(SingletonSession.isAdmin());
46     }
47
48 }
```

Spot Bugs Static Code Analysis





Only 59 Identified Bugs



Bug Explorer X Package Explorer

```
AdminController.java X
1 package BNU.logic;
2
3+ import java.awt.event.ActionEvent;
4
5 public class AdminController extends PageController{
6     static AdminView view;
7     static AdminModel model = new AdminModel();
8     static JPanel panel;
9     public JFrame mainF;
10    static AdminService ac;
11
12    public AdminController(){
13        model = new AdminModel();
14        panel = new JPanel();
15        view = new AdminView();
16    }
17
18    @Override
19    public void dispatchBuilder(JFrame mainFrame) {
20        this.mainF = mainFrame;
21        try {
22            AdminView.BuildAdminView(mainFrame, this);
23        } catch (SecurityException e) {
24            e.printStackTrace();
25        }
26    }
27
28    public static AdminService getAc() {
29        return ac;
30    }
31
32    public static void setAc(AdminService ac) {
33        AdminController.ac = ac;
34    }
35
36    public static AbstractDB getDb() {
37        return db;
38    }
39
40    public JPanel getPanel() {
41        return panel;
42    }
43
44    public void setPanel(JPanel panel) {
45        AdminController.panel = panel;
46    }
47
48    public AdminView getView() {
49        return view;
50    }
51
52    public void setView(AdminView view) {
53        AdminController.view = view;
54    }
55
56    public AdminModel getModel() {
57        return model;
58    }
59
60    public void setModel(AdminModel model) {
61        AdminController.model = model;
62    }
63
64    public void setMainF(JFrame mainF) {
65        AdminController.mainF = mainF;
66    }
67
68    public void setPanel(JPanel panel) {
69        AdminController.panel = panel;
70    }
71
72    public void setView(AdminView view) {
73        AdminController.view = view;
74    }
75
76    public void setModel(AdminModel model) {
77        AdminController.model = model;
78    }
79
80    public void setMainF(JFrame mainF) {
81        AdminController.mainF = mainF;
82    }
83
84    public void setPanel(JPanel panel) {
85        AdminController.panel = panel;
86    }
87
88    public void setView(AdminView view) {
89        AdminController.view = view;
90    }
91
92    public void setModel(AdminModel model) {
93        AdminController.model = model;
94    }
95
96    public void setMainF(JFrame mainF) {
97        AdminController.mainF = mainF;
98    }
99
100   public void setPanel(JPanel panel) {
101        AdminController.panel = panel;
102    }
103
104   public void setView(AdminView view) {
105        AdminController.view = view;
106    }
107
108   public void setModel(AdminModel model) {
109        AdminController.model = model;
110    }
111
112   public void setMainF(JFrame mainF) {
113        AdminController.mainF = mainF;
114    }
115
116   public void setPanel(JPanel panel) {
117        AdminController.panel = panel;
118    }
119
120   public void setView(AdminView view) {
121        AdminController.view = view;
122    }
123
124   public void setModel(AdminModel model) {
125        AdminController.model = model;
126    }
127
128   public void setMainF(JFrame mainF) {
129        AdminController.mainF = mainF;
130    }
131
132   public void setPanel(JPanel panel) {
133        AdminController.panel = panel;
134    }
135
136   public void setView(AdminView view) {
137        AdminController.view = view;
138    }
139
140   public void setModel(AdminModel model) {
141        AdminController.model = model;
142    }
143
144   public void setMainF(JFrame mainF) {
145        AdminController.mainF = mainF;
146    }
147
148   public void setPanel(JPanel panel) {
149        AdminController.panel = panel;
150    }
151
152   public void setView(AdminView view) {
153        AdminController.view = view;
154    }
155
156   public void setModel(AdminModel model) {
157        AdminController.model = model;
158    }
159
160   public void setMainF(JFrame mainF) {
161        AdminController.mainF = mainF;
162    }
163
164   public void setPanel(JPanel panel) {
165        AdminController.panel = panel;
166    }
167
168   public void setView(AdminView view) {
169        AdminController.view = view;
170    }
171
172   public void setModel(AdminModel model) {
173        AdminController.model = model;
174    }
175
176   public void setMainF(JFrame mainF) {
177        AdminController.mainF = mainF;
178    }
179
180   public void setPanel(JPanel panel) {
181        AdminController.panel = panel;
182    }
183
184   public void setView(AdminView view) {
185        AdminController.view = view;
186    }
187
188   public void setModel(AdminModel model) {
189        AdminController.model = model;
190    }
191
192   public void setMainF(JFrame mainF) {
193        AdminController.mainF = mainF;
194    }
195
196   public void setPanel(JPanel panel) {
197        AdminController.panel = panel;
198    }
199
200   public void setView(AdminView view) {
201        AdminController.view = view;
202    }
203
204   public void setModel(AdminModel model) {
205        AdminController.model = model;
206    }
207
208   public void setMainF(JFrame mainF) {
209        AdminController.mainF = mainF;
210    }
211
212   public void setPanel(JPanel panel) {
213        AdminController.panel = panel;
214    }
215
216   public void setView(AdminView view) {
217        AdminController.view = view;
218    }
219
220   public void setModel(AdminModel model) {
221        AdminController.model = model;
222    }
223
224   public void setMainF(JFrame mainF) {
225        AdminController.mainF = mainF;
226    }
227
228   public void setPanel(JPanel panel) {
229        AdminController.panel = panel;
230    }
231
232   public void setView(AdminView view) {
233        AdminController.view = view;
234    }
235
236   public void setModel(AdminModel model) {
237        AdminController.model = model;
238    }
239
240   public void setMainF(JFrame mainF) {
241        AdminController.mainF = mainF;
242    }
243
244   public void setPanel(JPanel panel) {
245        AdminController.panel = panel;
246    }
247
248   public void setView(AdminView view) {
249        AdminController.view = view;
250    }
251
252   public void setModel(AdminModel model) {
253        AdminController.model = model;
254    }
255
256   public void setMainF(JFrame mainF) {
257        AdminController.mainF = mainF;
258    }
259
260   public void setPanel(JPanel panel) {
261        AdminController.panel = panel;
262    }
263
264   public void setView(AdminView view) {
265        AdminController.view = view;
266    }
267
268   public void setModel(AdminModel model) {
269        AdminController.model = model;
270    }
271
272   public void setMainF(JFrame mainF) {
273        AdminController.mainF = mainF;
274    }
275
276   public void setPanel(JPanel panel) {
277        AdminController.panel = panel;
278    }
279
280   public void setView(AdminView view) {
281        AdminController.view = view;
282    }
283
284   public void setModel(AdminModel model) {
285        AdminController.model = model;
286    }
287
288   public void setMainF(JFrame mainF) {
289        AdminController.mainF = mainF;
290    }
291
292   public void setPanel(JPanel panel) {
293        AdminController.panel = panel;
294    }
295
296   public void setView(AdminView view) {
297        AdminController.view = view;
298    }
299
299+ }
```

Bug Info X

AdminController.java: 21

Navigation

Write to static field BNU.logicAdminController.model from instance method new BNU.logicAdminController()

Field BNU.logicAdminController.model

Bug: Write to static field BNU.logicAdminController.model from instance method new BNU.logicAdminController()

This instance... writes to a static field. This is tricky to get correct if multiple instances are being manipulated, and generally bad practice.

Rank: Of Concern (15), confidence: High

Pattern: ST_WRITE_TO_STATIC_FROM_INSTANCE_METHOD

Type: ST, Category: STYLE (Dodgy code)

XML output:

```
<BugInstance type="ST_WRITE_TO_STATIC_FROM_INSTANCE_METHOD" priority="1" rank="15" abbrev="ST" category="STYLE">
    <Class classname="BNU.logicAdminController">
        <SourceLine classname="BNU.logicAdminController" sourcefile="AdminController.java" sourcepath="E:\Software_Engineering_1\BCC\src\main\java\BNU\logic\AdminController.java" start="21" end="24" startBytecode="0" endBytecode="3" />
    </Class>
    <Method classname="BNU.logicAdminController" name="<init>" signature="()V" isStatic="false">
        <SourceLine classname="BNU.logicAdminController" start="20" end="24" startBytecode="0" endBytecode="3" />
    </Method>
    <Field classname="BNU.logicAdminController" name="model" signature="LBNU\data\models\AdminModel;" isStatic="true">
        <SourceLine classname="BNU.logicAdminController" sourcefile="AdminController.java" sourcepath="E:\Software_Engineering_1\BCC\src\main\java\BNU\logic\AdminController.java" start="21" end="21" startBytecode="11" endBytecode="11" />
    </Field>
    <SourceLine classname="BNU.logicAdminController" start="21" end="21" startBytecode="11" endBytecode="11" />
</BugInstance>
```

Bug Explorer

- > BCC (59) [BNU kevin_service_2 t1]
 - Scary (1)
 - Normal confidence (1)
 - Method call passes null for non-null parameter (1)
 - Null passed for non-null parameter of new javax.swing.ImageIcon(Image) in BNU.presentation.MainView.addImage(JFrame, MainController)
 - Of Concern (58)

```

14
15     //controller.getModel().setCb_SearchClass(new JComboBox());
16     controller.getModel().setCb_SearchClass(new JComboBox());
17     controller.getModel().getCb_SearchClass().addActionListener(controller.getListener());
18     controller.getModel().getCb_SearchClass().addActionListener(controller.getListener());
19     controller.getModel().getCb_SearchClass().setBounds(40, 10, 150, 20);
20     controller.getModel().getWest_Panel().add(controller.getModel().getCb_SearchClass());
21
22     controller.getPanel().add(controller.getModel().getWest_Panel());
23
24     //build east panel
25     controller.getModel().setEast_Panel(new JPanel(null));
26     controller.getModel().getEast_Panel().setPreferredSize(new Dimension(100, 100));
27
28     controller.getModel().setTxt_SearchProfessor(new JTextField("Search"));
29     controller.getModel().getTxt_SearchProfessor().setHorizontalTextPosition(JTextField.CENTER);
30     controller.getModel().getTxt_SearchProfessor().setBounds(10, 10, 150, 20);
31     controller.getModel().getTxt_SearchProfessor().setFocusable(true);
32     controller.getModel().getTxt_SearchProfessor().addMouseListener(controller.getListener());
33
34     controller.getModel().setCb_SearchProfessor(new JComboBox());
35     controller.getModel().setCb_SearchProfessor(new JComboBox());
36     controller.getModel().getCb_SearchProfessor().addActionListener(controller.getListener());
37     controller.getModel().getCb_SearchProfessor().addActionListener(controller.getListener());
38     controller.getModel().getCb_SearchProfessor().setBounds(40, 10, 150, 20);
39     controller.getModel().getEast_Panel().add(controller.getModel().getCb_SearchProfessor());
40
41     controller.getPanel().add(controller.getModel().getEast_Panel());
42
43     controller.getPanel().add(controller.getModel().getCenter_Panel());
44
45     //build center panel
46     addImage(mainFrame, controller);
47
48     mainFrame.setContentPane(controller.getPanel());
49     mainFrame.setVisible(true);
50 }
51
52 private static void addImage(JFrame mainFrame, MainController controller) {
53     BufferedImage image = null;
54     try {
55         image = ImageIO.read(new File("resources" + File.separator + "image.png"));
56     } catch (IOException e) {
57         System.out.println("image not loaded");
58         e.printStackTrace();
59     }
60     controller.getModel()
61         .setTxt_Image(new JLabel(new ImageIcon(getScaledImage(image, 100, 100))));
62     controller.getModel().setCenter_Panel(new JPanel());
63     controller.getModel().getCenter_Panel().add(controller.getModel().getTxt_Image());
64     controller.getPanel().add(controller.getModel().getCenter_Panel());
65 }
66
67 private static Image getScaledImage(Image srcImg, int w, int h) {
68     BufferedImage resizedImg = new BufferedImage(w, h, BufferedImage.TYPE_INT_ARGB);
69     Graphics2D g2 = resizedImg.createGraphics();
70
71     g2.setRenderingHint(RenderingHints.KEY_INTERPOLATION,
72         RenderingHints.VALUE_INTERPOLATION_BILINEAR);
73     g2.drawImage(srcImg, 0, 0, w, h, null);
74     g2.dispose();
75
76     return resizedImg;
77 }
78
79 }
80
81
82 }
83
84
85 }
86
87
88 }
89
89
90 }
91
92
93 }
94
94
95 }
96
96
97 }
97
98
98 }
99
99
100 }
101
101
102 }
103
103
104 }
104
105
105 }
106
106
107 }
107
108
108 }
109
109
109 }
110
110
111 }
111
112
112 }
113
113
113 }
114
114
114 }
115
115
115 }
116
116
116 }
117
117
117 }
118
118
118 }
119
119
119 }
120
120
120 }
121
121
121 }
122
122
122 }
123
123
123 }
124
124
124 }
125
125
125 }
126
126
126 }
127
127
127 }
128
128
128 }
129
129
129 }
130
130
130 }
131
131
131 }
132
132
132 }
133
133
133 }
134
134
134 }
135
135
135 }
```

Bug Info

MainView.java: 118

Navigation

Null passed for non-null parameter of new javax.swing.ImageIcon(Image) in BNU.presentation.MainView.addImage(JFrame, MainController)
 Method invoked at MainView.java:[line 118]
 Called method new javax.swing.ImageIcon(Image)
 Argument 1 might be null but must not be null
 Value loaded from image
 Null value at MainView.java:[line 110]
 Known null at MainView.java:[line 113]
 Known null at MainView.java:[line 114]
 Known null at MainView.java:[line 115]

Bug: Null passed for non-null parameter of new javax.swing.ImageIcon(Image) in BNU.presentation.MainView.addImage(JFrame, MainController)

This method call passes a null value for a non-null method parameter. The parameter is annotated as a parameter that should always be non-null, or analysis has shown that it will always be dereferenced.

Rank: Scary (8), confidence: Normal

Pattern: NP_NULL_PARAM_DEREF

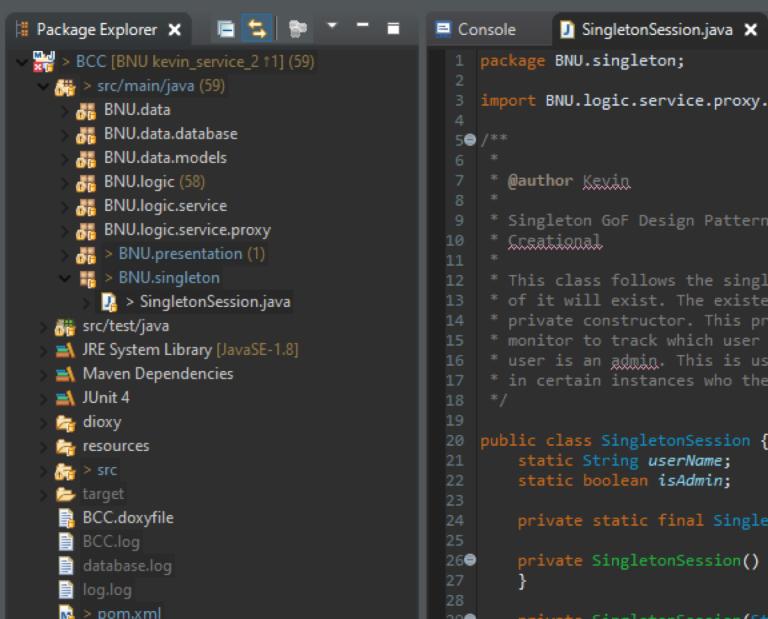
Type: NP, Category: CORRECTNESS (Correctness)

XML output:

```

<BugInstance type="NP_NULL_PARAM_DEREF" priority="2" rank="8" abbrev="NP" category="CORRECTNESS">
    <Class classname="BNU.presentation.MainView">
        <SourceLine classname="BNU.presentation.MainView" sourcefile="MainView.java" sourcepath="BNU/presentation/MainView.java" start="118" end="118" startBytecode="71" endBytecode="71" startAddress="0x00000000004012f5" endAddress="0x00000000004012f5" isStatic="false" isFinal="false" isTransient="false" isVolatile="false" isStaticInitialValue="false" isFinalInitialValue="false" isTransientInitialValue="false" isVolatileInitialValue="false"/>
        <Method classname="BNU.presentation.MainView" name="addImage" signature="(Ljavax/swing/JFrame;Ljavax/swing/ImageIcon;)V" isStatic="false" isFinal="false" isTransient="false" isVolatile="false" isStaticInitialValue="false" isFinalInitialValue="false" isTransientInitialValue="false" isVolatileInitialValue="false"/>
        <SourceLine classname="BNU.presentation.MainView" start="110" end="122" startBytecode="0" endBytecode="120" startAddress="0x00000000004012e0" endAddress="0x00000000004012f5" isStatic="false" isFinal="false" isTransient="false" isVolatile="false" isStaticInitialValue="false" isFinalInitialValue="false" isTransientInitialValue="false" isVolatileInitialValue="false"/>
        <Method classname="javax.swing.ImageIcon" name."<init>" signature="(Ljava/awt/Image;)V" isStatic="false" isFinal="false" isTransient="false" isVolatile="false" isStaticInitialValue="false" isFinalInitialValue="false" isTransientInitialValue="false" isVolatileInitialValue="false"/>
        <SourceLine classname="javax.swing.ImageIcon" start="238" end="245" startBytecode="0" endBytecode="7" startAddress="0x00000000004012f5" endAddress="0x00000000004012f8" isStatic="false" isFinal="false" isTransient="false" isVolatile="false" isStaticInitialValue="false" isFinalInitialValue="false" isTransientInitialValue="false" isVolatileInitialValue="false"/>
        <Int value="1" role="INT_MAYBE_NULL_ARG"/>
        <LocalVariable name="image" register="2" pc="37" role="LOCAL_VARIABLE_VALUE_OF"/>
        <SourceLine classname="BNU.presentation.MainView" start="118" end="118" startBytecode="71" endBytecode="71" startAddress="0x00000000004012f5" endAddress="0x00000000004012f5" isStatic="false" isFinal="false" isTransient="false" isVolatile="false" isStaticInitialValue="false" isFinalInitialValue="false" isTransientInitialValue="false" isVolatileInitialValue="false"/>
        <SourceLine classname="BNU.presentation.MainView" start="110" end="110" startBytecode="0" endBytecode="0" startAddress="0x00000000004012e0" endAddress="0x00000000004012e0" isStatic="false" isFinal="false" isTransient="false" isVolatile="false" isStaticInitialValue="false" isFinalInitialValue="false" isTransientInitialValue="false" isVolatileInitialValue="false"/>
        <SourceLine classname="BNU.presentation.MainView" start="113" end="113" startBytecode="40" endBytecode="40" startAddress="0x00000000004012f5" endAddress="0x00000000004012f5" isStatic="false" isFinal="false" isTransient="false" isVolatile="false" isStaticInitialValue="false" isFinalInitialValue="false" isTransientInitialValue="false" isVolatileInitialValue="false"/>
        <SourceLine classname="BNU.presentation.MainView" start="114" end="114" startBytecode="47" endBytecode="47" startAddress="0x00000000004012f5" endAddress="0x00000000004012f5" isStatic="false" isFinal="false" isTransient="false" isVolatile="false" isStaticInitialValue="false" isFinalInitialValue="false" isTransientInitialValue="false" isVolatileInitialValue="false"/>
        <SourceLine classname="BNU.presentation.MainView" start="115" end="115" startBytecode="51" endBytecode="51" startAddress="0x00000000004012f5" endAddress="0x00000000004012f5" isStatic="false" isFinal="false" isTransient="false" isVolatile="false" isStaticInitialValue="false" isFinalInitialValue="false" isTransientInitialValue="false" isVolatileInitialValue="false"/>
        <Property name="edu.umd.cs.findbugs.detect.NullDerefProperty.ALWAYS_ON_EXCEPTION_PATH" value="true"/>
    </BugInstance>
```

7 Design Patterns



```
1 package BNU.singleton;
2
3 import BNU.logic.service.proxy.SmartProxy;
4
5 /**
6 *
7 * @author Kevin
8 *
9 * Singleton GoF Design Pattern
10 * Creational
11 *
12 * This class follows the singleton design pattern because only one instance
13 * of it will exist. The existence of only one object is controlled by the
14 * private constructor. This program uses this singleton as a session
15 * monitor to track which user is logged into the application and whether that
16 * user is an admin. This is useful because the program will need to know
17 * in certain instances who the user is and whether they are an admin.
18 */
19
20 public class SingletonSession {
21     static String userName;
22     static boolean isAdmin;
23
24     private static final SingletonSession SINGLE_INSTANCE = new SingletonSession();
25
26     private SingletonSession() {
27     }
28
29     private SingletonSession(String userName, boolean isAdmin) {
30         SingletonSession.setUserName(userName);
31         SingletonSession.setAdmin(isAdmin);
32     }
33
34     public static SingletonSession getInstance() {
35         return SINGLE_INSTANCE;
36     }
37
38     public static SingletonSession getInstance(String userName, boolean isAdmin) {
39         SingletonSession.setUserName(userName);
40         SingletonSession.setAdmin(isAdmin);
41         return SINGLE_INSTANCE;
42     }
43
44     public static String getUserName() {
45         return userName;
46     }
47
48     public static void setUserName(String userName) {
49         SmartProxy sp = new SmartProxy();
50         String cleanUN = sp.sanatizeInput(userName);
51         SingletonSession.userName = cleanUN;
52     }
53
54     public static boolean isAdmin() {
55         return isAdmin;
56     }
57
58     public static void setAdmin(boolean isAdmin) {
59         SingletonSession.isAdmin = isAdmin;
60     }
61 }
```

Package Explorer SmartProxy.java

```
1 package BNU.logic.service.proxy;
2
3 import java.math.BigInteger;
4
5 /**
6 * 
7 * @author Kevin
8 * 
9 * PROXY GoF Design Pattern
10 * Structural
11 * 
12 * This class follows the proxy design pattern. This class works as
13 * a proxy because it is used in place of another class to add
14 * functionality. The controllers think they are talking directly with
15 * the services but they are talking with this proxy in some instances
16 * instead. This is a smart proxy because it is designed to add a layer
17 * of security. This proxy is intended to sanitize input from the user
18 * to prevent SQL Injection attacks.
19 */
20
21 import BNU.logic.LoginController;
22 import BNU.logic.MessageBoardController;
23 import BNU.logic.ReviewController;
24
25 public class SmartProxy {
26
27     public String sanitizeInput(String input) {
28         String clean = input.replaceAll("'", "");
29         clean = clean.replaceAll("\\\\\\\\", "\\");
30         clean = clean.replaceAll(";", "");
31         clean = clean.replaceAll("--", "");
32         return clean;
33     }
34
35     public boolean sanitizeAndCheckCreds(String userName, String password) {
36         boolean isValidated = false;
37         String cleanUN = sanitizeInput(userName);
38         String cleanPW = sanitizeInput(password);
39         isValidated = LoginController.db.validateUser(cleanUN, cleanPW);
40         System.out.println(cleanUN + " " + cleanPW);
41         return isValidated;
42     }
43
44     public boolean sanitizeAndCheckisAdmin(String userName) {
45         boolean isAdmin = false;
46         String cleanUN = sanitizeInput(userName);
47         //confirm how I should be getting the db
48         if(LoginController.db.isAdmin(cleanUN)) {
49             isAdmin = true;
50         }
51         return isAdmin;
52     }
53
54     public void sanitizeAndSendMessage(String message, String from, String to, BigInteger date) {
55         message = sanitizeInput(message);
56         MessageBoardController.db.sendMessage(message, from, to, date);
57     }
58
59     public void sanitizeAndCreateReview(String userName, String professorName, String className,
60                                         String content, String TA, String H, String WL) {
61         String cleanContent = sanitizeInput(content);
62         ReviewController db = new ReviewController(userName, professorName, className, cleanContent, TA, H, WL);
63     }
64 }
```

Package Explorer MessageBoardService.java MessageBoardView.java MessageBoardController.java

```
1 package BNU.logic;
2
3 import java.awt.event.ActionEvent;
4
5 /**
6  * @author Kevin
7  *
8  * LAZY LOADING GoF Design Pattern
9  *
10 * This controller reveals how the message board follows the lazy
11 * loading design pattern. Specifically, it follows the lazy
12 * initialization implementation because the program waits to load
13 * messages between the user and another user until the user
14 * selects who is the other party in the conversation. In contrast,
15 * the program could load all the data at once and store it in case
16 * the user wants to look at all threads of messages. By lazily
17 * initializing the message board model, however, we improve memory use
18 * and processing speed.
19 */
20 public class MessageBoardController extends PageController {
21     static MessageBoardView view;
22     static MessageBoardModel model = new MessageBoardModel();
23     static JPanel panel;
24     public JFrame mainF;
25     public static MessageBoardService mbs;
26     public static Thread checkDbForNewMessages;
27     private static final Logger LOGGER = Logger.getLogger(MessageBoardController.class.getName());
28
29     static {
30
31         try {
32             LOGGER.addHandler(new FileHandler("log.log"));
33             LOGGER.setLevel(Level.FINEST);
34         } catch (SecurityException | IOException e) {
35             // TODO Auto-generated catch block
36             e.printStackTrace();
37         }
38
39         // static private InputMessage imm;
40
41         public MessageBoardController() {
42             model = new MessageBoardModel();
43             panel = new JPanel();
44             view = new MessageBoardView();
45             mbs = new MessageBoardService();
46         }
47
48         @Override
49         public void dispatchBuilder(JFrame mainFrame) {
50             this.mainF = mainFrame;
51             try {
52                 checkDbForNewMessages = new Thread(new Runnable() {
53                     public void run() {
54                         try {
55                             mbs.addObserver(MessageBoardController.this, SingletonSession.getInstance().getUserName());
56                         } catch (InterruptedException e) {
57                             LOGGER.info("Thread Stopped");
58                         }
59                     }
60                 });
61             } catch (Exception e) {
62                 e.printStackTrace();
63             }
64         }
65     }
66
67     @Override
68     public void dispatchBuilder(JFrame mainFrame) {
69         this.mainF = mainFrame;
70         try {
71             checkDbForNewMessages = new Thread(new Runnable() {
72                 public void run() {
73                     try {
74                         mbs.addObserver(MessageBoardController.this, SingletonSession.getInstance().getUserName());
75                     } catch (InterruptedException e) {
76                         LOGGER.info("Thread Stopped");
77                     }
78                 }
79             });
80         } catch (Exception e) {
81             e.printStackTrace();
82         }
83     }
84 }
```

Package Explorer SmartProxy.java dbWrapper.java

```
1 package BNU.data.database;
2
3 import java.util.ArrayList;
4
5 /**
6  * 
7  * @author Kevin
8  * 
9  * FACADE GoF Design Pattern
10 * Structural
11 * 
12 * This class follows the facade design pattern. This class works as
13 * a facade because it hides the complexity of the database
14 * implementation from the program. Using this facade, the program
15 * does not need to know all the detail regarding CRUD operation
16 * involving the database. The program simply needs to know what
17 * these methods return and trust the methods to do the secret
18 * backend work.
19 */
20
21 public interface dbWrapper {
22     boolean validateUser(String userName, String password); //new
23
24     String[] getAllProfessors();
25
26     String[] getAllClasses();
27
28     String[] getAllProfessorsForClass(String className);
29
30     Professor getProfessor(String Prof);
31
32     String[] getAllClassesForProfessor(String professorName);
33
34     Course getCourse(String course);
35
36     String[][] getAllCoursesByProf(String[] courses); //new
37
38     String[][] getAllTeachersByCourse(String[] professorNames); //new
39
40     boolean submitCredentials(String userName, String password); //new
41
42     //return array of review content,score,reviewerID
43     String[][] getAllReviewsForTeacherClass(String professorName, String className);
44
45     // return in this order: overall score, helpfulness, teaching ability, workload
46     String[] getOverallProfessorRatings(String professorName);
47
48     // return review content, score, reviewerID, course name
49     String[][] getAllReviewsForUser(String userName);
50
51     // my added functions
52     String[][] getAllMessages(String sender, String receiver);
53
54     String[] getAllFlagged();
55
56     String getReceiver();
57
58     String getSender();
59
60     String[] getAllUserMessagers(String receiver);
61
62
63
64
65
66
67
```

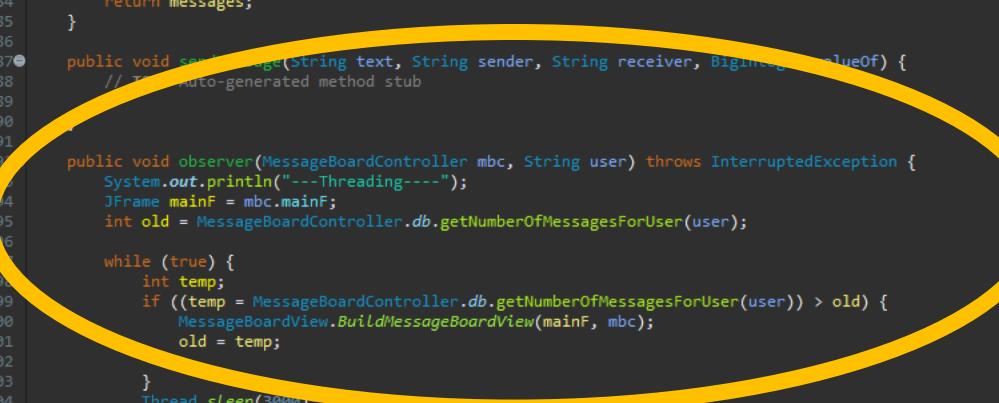
Package Explorer X Page Controller.java X

```
1 package BNU.logic;
2
3 import java.awt.event.ActionListener;
4
5 /**
6 * 
7 * @author Kevin
8 * 
9 * BRIDGE GoF Design Pattern
10 * Structural
11 * 
12 * This class follows the bridge design pattern because it separates
13 * the abstraction from the implementation of the abstract methods.
14 * This class implements the ActionListener interface and provides the
15 * abstraction for classes with refined abstraction and implementers to
16 * use. With this abstraction, implementors will know how specific
17 * concrete implementors must be structured.
18 */
19
20 public abstract class PageController implements ActionListener{
21     public static AbstractDB db;
22     public abstract void dispatchBuilder(JFrame mainFrame);
23 }
24
25
26
27
28
29 }
```

BNU.logic.PageController.java - BCC/src/main/java

Package Explorer MessageBoardController.java MessageBoardService.java

```
1 package BNU.logic.service;
2
3 import java.math.BigInteger;
4
5 /**
6  * @author Kevin
7  *
8  * OBSERVER GoF Design Pattern
9  * Behavioral
10 *
11 * This class follows the observer design pattern because it
12 * establishes a one-to-many relationship where the program
13 * observes the message board to notify a user if they
14 * receive a message. When a user is on the message board
15 * viewing a message thread, this observer will constantly
16 * check to see if the message thread must be updated. The subject
17 * is the other user sending the message and the observer
18 * essentially monitors this user because it is dependent
19 * on their behavior. The purpose of this observer is to
20 * create real-time messaging between two users.
21 */
22
23 public class MessageBoardService {
24
25     public void messageSend(String message, String from, String to) {
26         SmartProxy sp = new SmartProxy();
27         BigInteger i = BigInteger.valueOf(System.currentTimeMillis());
28         sp.sanatizeAndSendMessage(message, from, to, i);
29         // MessageBoardController.db.sendMessage(message);
30     }
31
32     public String getReceiver() {
33         return SingletonSession.getInstance().getUserName();
34     }
35
36     public /* ArrayList<Message> */ String[] getAllMessagersToUser(String receiver) {
37
38         String[] messages = removeDuplicates(MessageBoardController.db.getAllUserMessagers(receiver));
39
40         // ArrayList<Message> finalAr = new ArrayList<>();
41
42         // for(int i = 0 ; i < messages.length; i++) {
43         //     finalAr.add(new Message(messages[i][0], new BigInteger(messages[i][1]), messages[i][2], messages[i][3]));
44         //
45         // }
46
47         ArrayList<String> removed = new ArrayList<String>(Arrays.asList(messages));
48
49         removed.remove(SingletonSession.getInstance().getUserName());
50         String[] finalval = new String[removed.size()];
51         messages = removed.toArray(finalval);
52
53         return messages;
54     }
55
56     public String[] removeDuplicates(String[] origArray) {
57
58         return new HashSet<String>(Arrays.asList(origArray)).toArray(new String[0]);
59     }
60
61     public ArrayList<Message> getAllMessagesFromTo(String sender, String receiver) {
62         String[][] msgs = MessageBoardController.db.getAllMessages(sender, receiver);
63
64         return new ArrayList<Message>(Arrays.asList(msgs));
65     }
66
67 }
```



```
48     public /* ArrayList<Message> */ String[] getAllMessagersToUser(String receiver) {
49
50         String[] messages = removeDuplicates(MessageBoardController.db.getAllUserMessagers(receiver));
51
52         // ArrayList<Message> finalAr = new ArrayList<>();
53         //
54         // for(int i = 0 ;i < messages.length; i++) {
55         //     finalAr.add(new Message(messages[i][0], new BigInteger(messages[i][1]), messages[i][2], messages[i][3]));
56         // }
57
58         ArrayList<String> removed = new ArrayList<String>(Arrays.asList(messages));
59
60         removed.remove(SingletonSession.getInstance().getUserName());
61         String[] finalval = new String[removed.size()];
62         messages = removed.toArray(finalval);
63
64         return messages;
65     }
66
67     public String[] removeDuplicates(String[] origArray) {
68
69         return new HashSet<String>(Arrays.asList(origArray)).toArray(new String[0]);
70     }
71
72     public ArrayList<Message> getAllMessagesFromTo(String sender, String receiver) {
73
74         String[][] msgs = MessageBoardController.db.getAllMessages(sender, receiver);
75
76         ArrayList<Message> messages = new ArrayList<>();
77
78         for (int i = 0; i < msgs.length; i++) {
79             messages.add(new Message(msgs[i][0], new BigInteger(msgs[i][1]), msgs[i][2], msgs[i][3]));
80         }
81
82         Collections.sort(messages, new CustomComparator());
83
84         return messages;
85     }
86
87     public void sendMessage(String text, String sender, String receiver, BigInteger valueOf) {
88
89         // This is Auto-generated method stub
90
91
92     }
93
94     public void observer(MessageBoardController mbc, String user) throws InterruptedException {
95
96         System.out.println("----Threading----");
97         JFrame mainF = mbc.mainF;
98         int old = MessageBoardController.db.getNumberOfMessagesForUser(user);
99
100        while (true) {
101            int temp;
102            if ((temp = MessageBoardController.db.getNumberOfMessagesForUser(user)) > old) {
103                MessageBoardView.BuildMessageBoardView(mainF, mbc);
104                old = temp;
105            }
106            Thread.sleep(3000);
107        }
108    }
109}
```

Template Method

```
public abstract class AbstractDB {  
  
    // Design Pattern held here - Template Method  
  
    // All the methods with final in this class, that are then calling  
    // methods within DatabaseApi to do the implementation, are Template Methods.  
    // For example public final void deleteUserAccount() is a template method  
    // as it calls the deleteUserAccountImpl() (in DatabaseApi, which is this class's child class),  
    // to do the actual implementation of the function.
```

```
public final void deleteUserAccount(String user) {
    try {
        con = getRemoteConnection();

        deleteUserAccountImpl(user);

        if (con != null) {

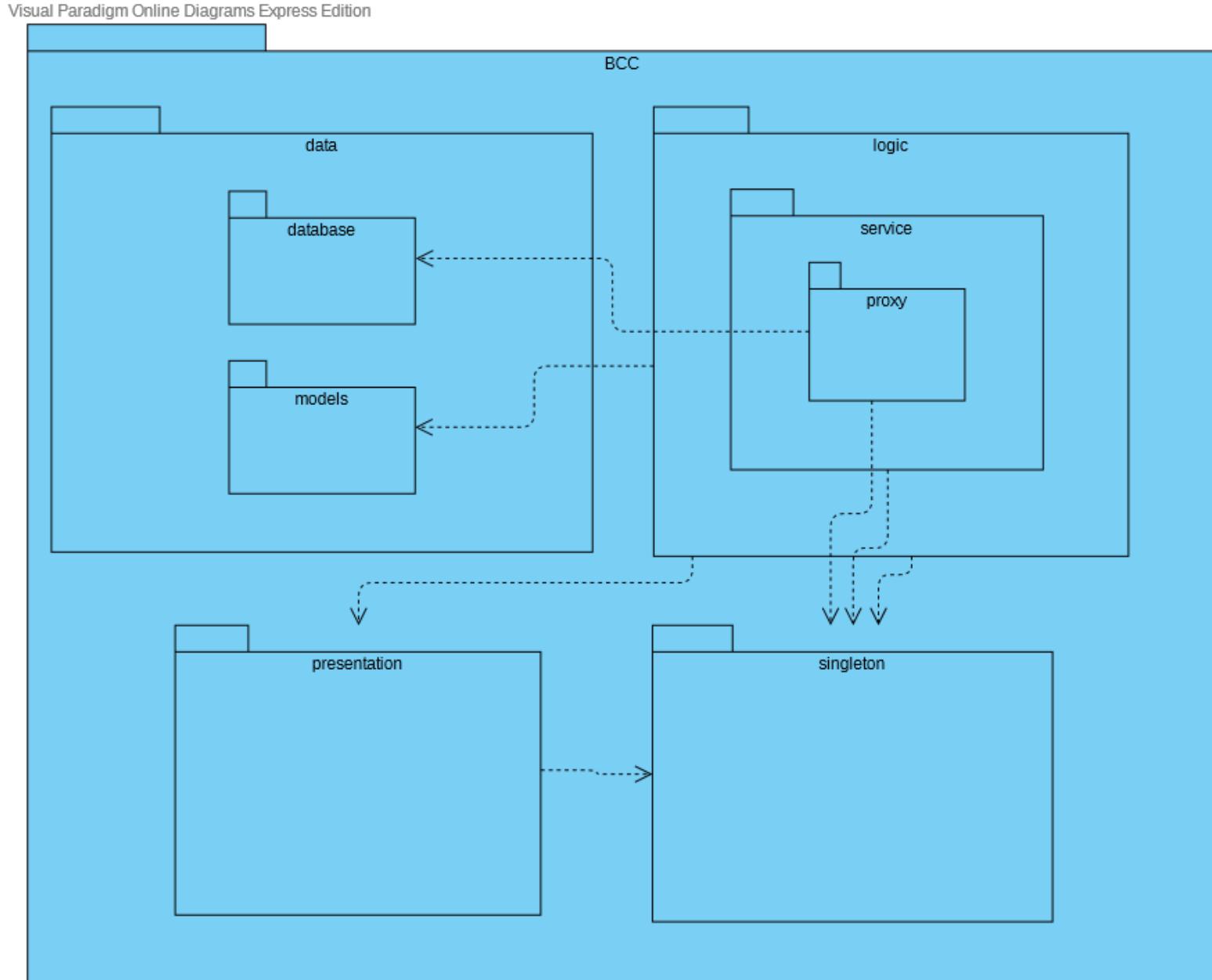
            con.close();

        }

    } catch (DatabaseConnectionException | SQLException | DatabaseOperationException e) {
        // TODO Auto-generated catch block
        e.printStackTrace();
    }
}
```

```
protected void deleteUserAccountImpl(String userId) throws DatabaseOperationException {
    String query = "update users set user_name = \\'deleted\" + Math.random() * 1000 + \"\\' where user_name = \\\" + userId + \\\"";
    try (PreparedStatement stmt = con.prepareStatement(query)) {
        int rs = stmt.executeUpdate();
        if (rs != 1) {
            con.rollback();
            throw new DatabaseOperationException(query);
        }
    } catch (SQLException e) {
        LOGGER.warning(e.getMessage());
        throw new DatabaseOperationException(query);
    }
}
```

Package Diagram



Javadoc

C:\Users\Kevin\Documents\Software_Engineering_1\BNU\BNU\docs\Javadoc

File Home Share View

Pin to Quick access Cut Copy Paste Copy path Move to Copy to Delete Rename New item New folder New Open Select all Easy access Edit Properties History Invert selection

Clipboard Organize New Open Select

← → ↑ This PC > Documents > Software_Engineering_1 > BNU > BNU > docs > Javadoc > Search Javadoc

Quick access

- Documents
- Downloads
- Pictures
- iCloud Photos
- cmake-build-debug
- Design_Patterns_Hi
- docs
- Screenshots
- Creative Cloud Files
- OneDrive
- This PC
- 3D Objects
- Desktop
- Documents
- Downloads
- Music
- Pictures
- Videos
- Windows (C:)
- Network

Name	Date modified	Type	Size
BNU	12/5/2019 5:08 AM	File folder	
index-files	12/5/2019 5:08 AM	File folder	
jquery	12/5/2019 5:08 AM	File folder	
resources	12/5/2019 5:08 AM	File folder	
allclasses-index.html	12/5/2019 5:08 AM	HTML File	22 KB
allpackages-index.html	12/5/2019 5:08 AM	HTML File	6 KB
constant-values.html	12/5/2019 5:08 AM	HTML File	4 KB
deprecated-list.html	12/5/2019 5:08 AM	HTML File	4 KB
element-list	12/5/2019 5:08 AM	File	1 KB
help-doc.html	12/5/2019 5:08 AM	HTML File	10 KB
index.html	12/5/2019 5:08 AM	HTML File	6 KB
member-search-index.js	12/5/2019 5:08 AM	JavaScript File	77 KB
member-search-index.zip	12/5/2019 5:08 AM	Compressed (zipp...)	8 KB
overview-summary.html	12/5/2019 5:08 AM	HTML File	1 KB
overview-tree.html	12/5/2019 5:08 AM	HTML File	19 KB
package-search-index.js	12/5/2019 5:08 AM	JavaScript File	1 KB
package-search-index.zip	12/5/2019 5:08 AM	Compressed (zipp...)	1 KB
script.js	12/5/2019 5:08 AM	JavaScript File	6 KB
search.js	12/5/2019 5:08 AM	JavaScript File	13 KB
serialized-form.html	12/5/2019 5:08 AM	HTML File	7 KB
stylesheet.css	12/5/2019 5:08 AM	Cascading Style S...	22 KB
type-search-index.js	12/5/2019 5:08 AM	JavaScript File	4 KB
type-search-index.zip	12/5/2019 5:08 AM	Compressed (zipp...)	1 KB

C:\Users\Kevin\Documents\Software_Engineering_1\BNU\BNU\docs\Javadoc\BNU\singleton\class-use\SingletonSession.html

Uses of Class BNU.singleton... JavaScript is disabled on your browser.

OVERVIEW PACKAGE CLASS USE TREE DEPRECATED INDEX HELP

SEARCH:

Uses of Class BNU.singleton.SingletonSession

Packages that use SingletonSession

Package	Description
BNU.singleton	

Uses of SingletonSession in BNU.singleton

Methods in BNU.singleton that return SingletonSession

Modifier and Type	Method	Description
static	SingletonSession.getInstance()	
static	SingletonSession.getInstance(java.lang.String userName, boolean isAdmin)	

Git Analysis

Analysis

	Additions			Lines of code merged to master	Commits	
	GitHub Insights	Git Blame	Merges to Master		GitHub Insights	
Mark Fuller	11,156	3,592		9,241	31	95
Kevin Kulda	6264	3388		3,009	31	82
Connor Woodahl	1,152	959		3,631	23	23
Total Lines of Java Code in final Project	9190					

Mark Fuller: 58 hours

Kevin Kulda: 52 hours

Connor Woodahl: 55 hours

[Pulse](#)[Contributors](#)[Community](#)[Traffic](#)[Commits](#)[Code frequency](#)[Dependency graph](#)[Network](#)[Forks](#)

Sep 1, 2019 – Dec 5, 2019

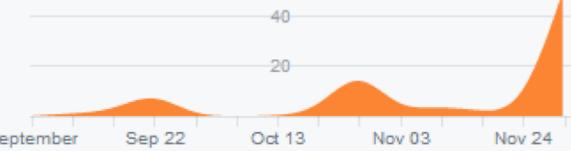
Contributions: Commits ▾

Contributions to master, excluding merge commits

**MarkFuller1**

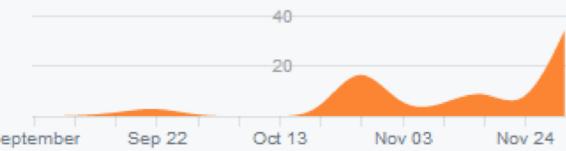
94 commits 280,683 ++ 35,323 --

#1

**Kevin-Joseph**

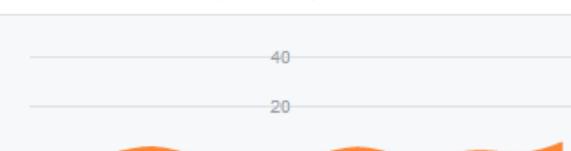
81 commits 108,439 ++ 8,991 --

#2

**Connor-woodahl**

23 commits 1,478 ++ 1,044 --

#3

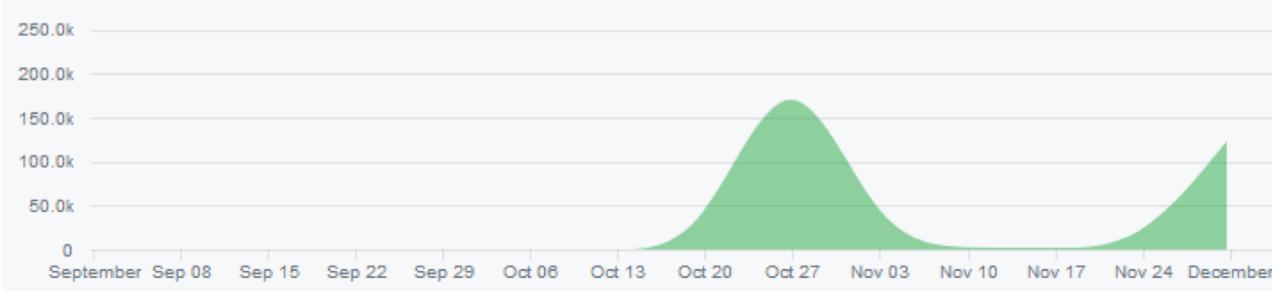


[Code](#)[Issues 0](#)[Pull requests 0](#)[Actions](#)[Projects 0](#)[Wiki](#)[Security](#)[Insights](#)[Pulse](#)[Contributors](#)[Community](#)[Traffic](#)[Commits](#)[Code frequency](#)[Dependency graph](#)[Network](#)[Forks](#)

Sep 1, 2019 – Dec 5, 2019

[Contributions: Additions ▾](#)

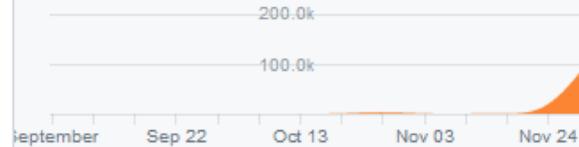
Contributions to master, excluding merge commits

**MarkFuller1**

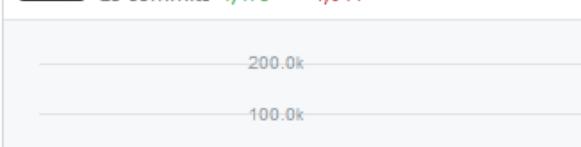
94 commits 280,683 ++ 35,323 --

**Kevin-Joseph**

81 commits 108,439 ++ 8,991 --

**Connor-woodahl**

23 commits 1,478 ++ 1,044 --



[Pulse](#)[Contributors](#)[Community](#)[Traffic](#)[Commits](#)[Code frequency](#)[Dependency graph](#)[Network](#)[Forks](#)

Sep 1, 2019 – Dec 5, 2019

[Contributions: Deletions](#)

Contributions to master, excluding merge commits

**MarkFuller1**

94 commits 280,683 ++ 35,323 --

#1

**Kevin-Joseph**

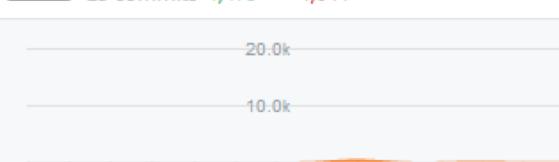
81 commits 108,439 ++ 8,991 --

#2

**Connor-woodahl**

23 commits 1,478 ++ 1,044 --

#3



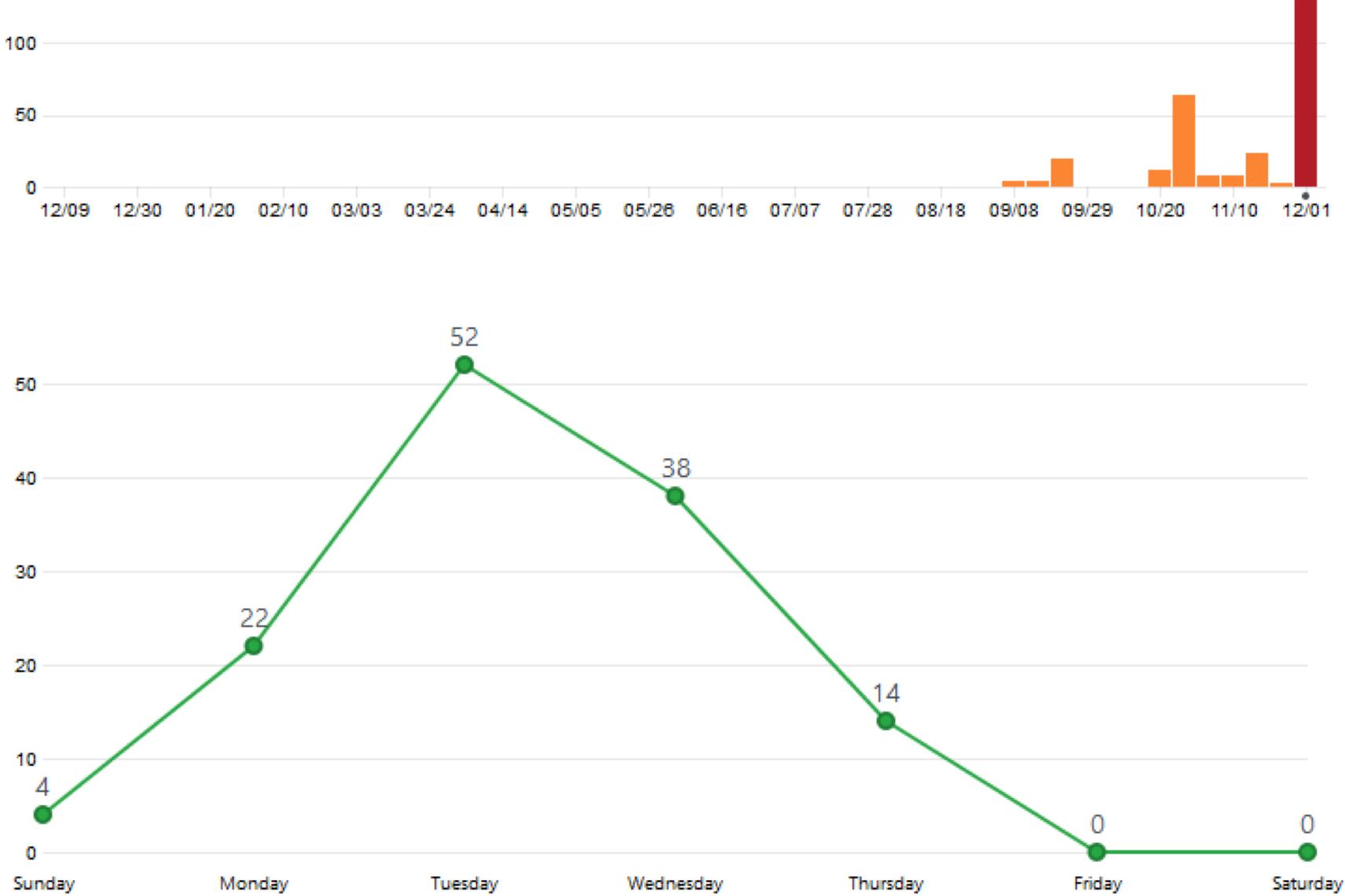
Referring sites

Site	Views	Unique visitors
 github.com	42	3

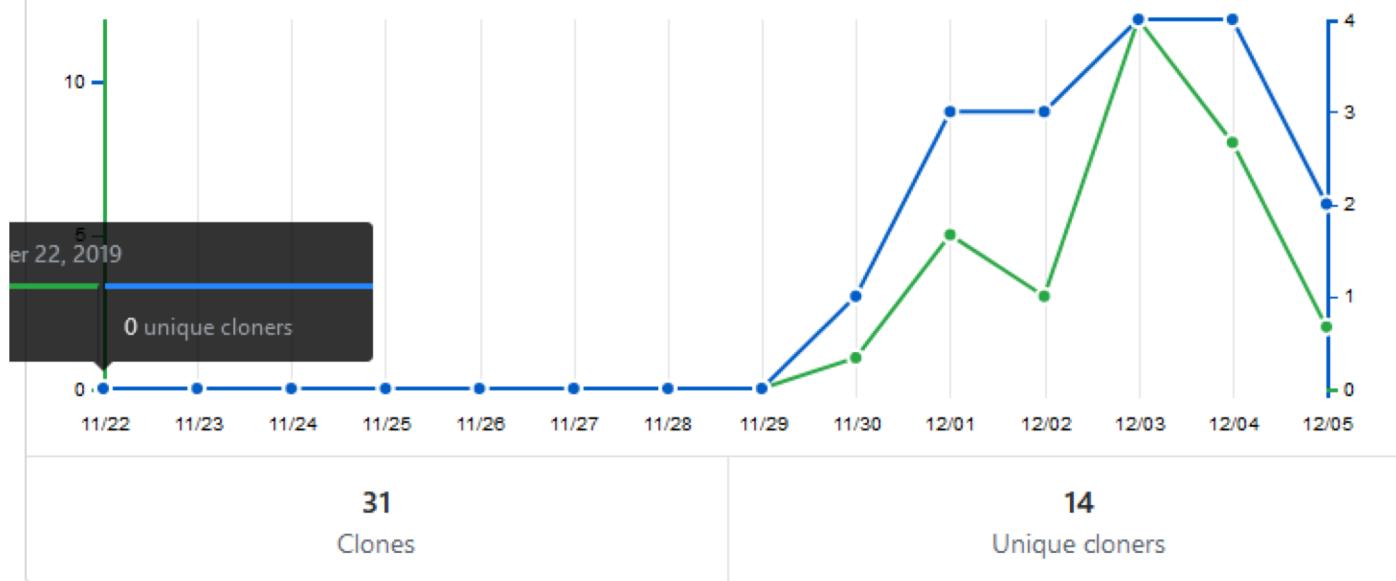
Popular content

Content	Views	Unique visitors
Pull Requests	128	3
MarkFuller1/BNU: Baylor Cla...	92	3
Flag Button by Connor-woo...	18	3
Pulse	15	3
Contributors to MarkFuller1/...	14	2
Issues	14	2
addid by MarkFuller1 · Pull R...	12	3
MarkFuller1/BNU at kevin_se...	10	1
Commits	9	2
update db by MarkFuller1 · P...	9	2

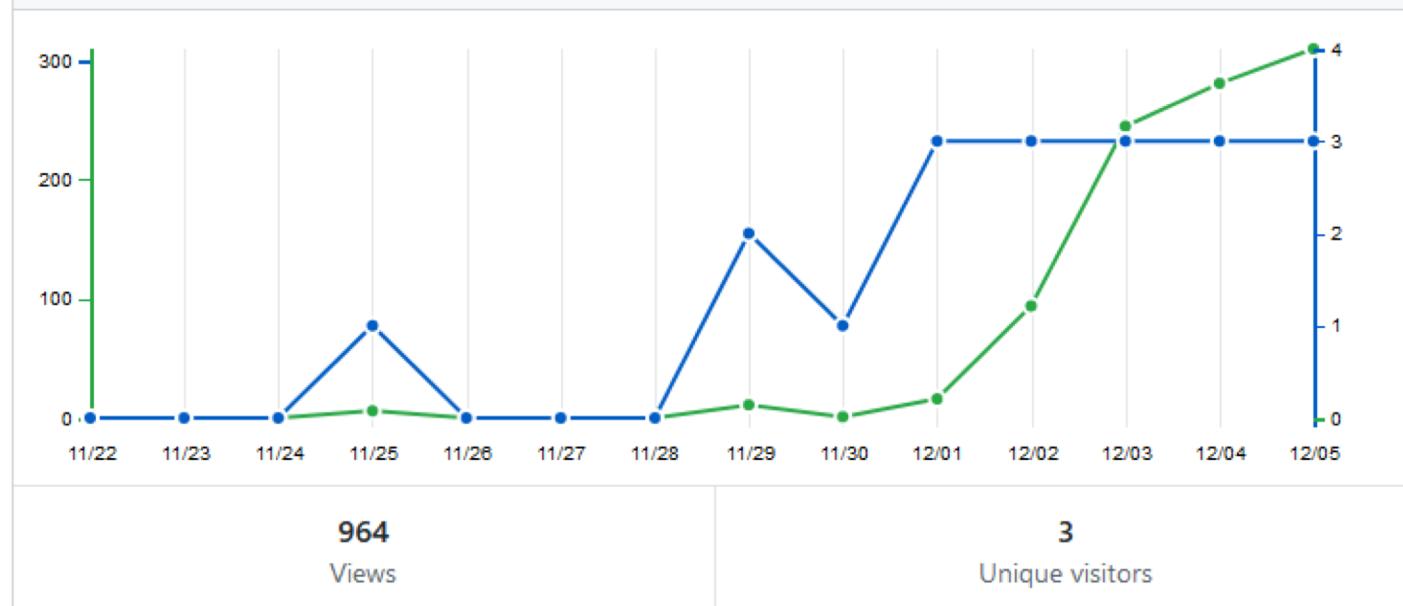
- Pulse
- Contributors
- Community
- Traffic
- Commits
- Code frequency
- Dependency graph
- Network
- Forks



Git clones



Visitors



Time Tracking

- Mark Fuller: 58 hours
- Kevin Kulda: 52 hours
- Connor Woodahl: 55 hours

Point Distribution

- Mark Fuller: 33.4%
- Kevin Kulda: 33.3%
- Connor Woodahl: 33.3%