

SOEN 6441

Project Part 2

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UML and Design Pattern Analysis:

JavaFX For User Interface:

We have created the user interface for our real estate application using JavaFX. JavaFX provides a rich set of UI controls and layouts that can help you create a visually appealing and user-friendly application. We used Scene Builder, a visual layout tool for designing JavaFX user interfaces, to create a custom UI that meets the specific requirements of your real estate project. We added various UI controls, such as text fields, labels, buttons, tables, and charts, to display property listings, property details, and search forms. Additionally, we used image view and list view controls to add property images and lists to your application.

The Singleton Pattern:

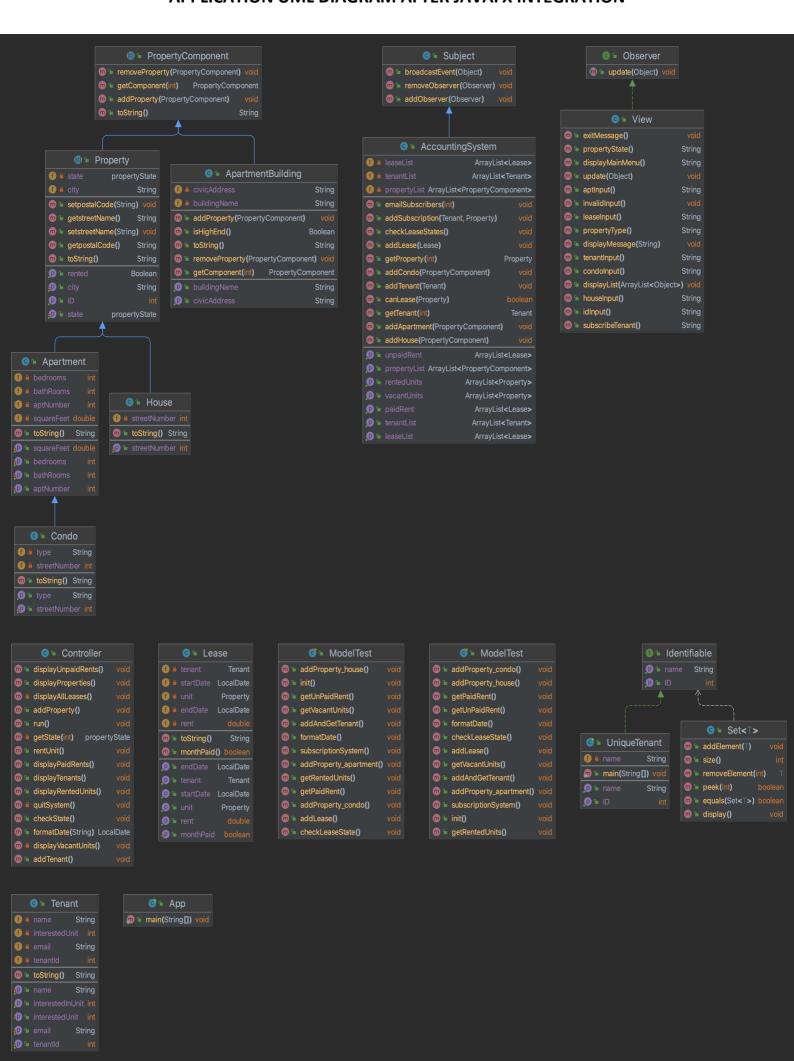
We later made certain parts of our class structure follow a singleton pattern. The singleton pattern is a design pattern that restricts the instantiation of a class to one object, effectively making it a "singleton". This means that there is only one instance of the class in the application, which is globally accessible and can be used by multiple components. Singletons are typically used in situations where it is important to ensure that there is only one instance of a class throughout the entire application, such as when there is a need to control the number of instances of a class, such as with a connection pool or a logger. It is mostly used when there is a need to ensure that all components in the application use the same instance of a class, such as with a configuration manager, because it reduces the overhead associated with creating multiple instances of a class.

Generic Set Class:

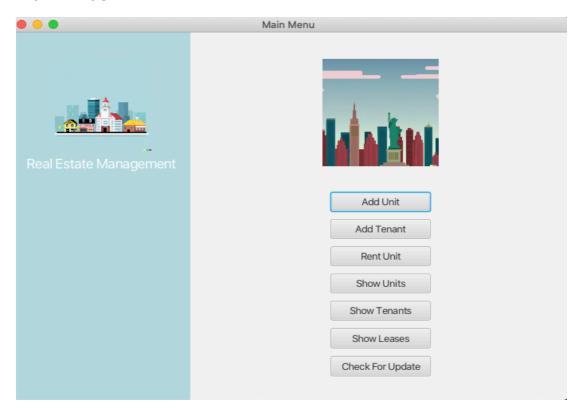
Set class that implements the Identifiable interface and provides functionality to add, remove, check for containment, and display the elements of the set. Our Set class uses an ArrayList internally to store the elements of the set, and it enforces the uniqueness of elements by checking for duplicates before adding new elements.

We have also created a UniqueTenant class that implements the Identifiable interface and provides an ID and name for each tenant. We have used this class to demonstrate the usage of your Set class by creating two sets of UniqueTenant objects and performing operations such as adding, removing, and displaying elements, as well as checking for equality between the two sets. Overall, our Set class provides a simple and effective way to work with sets of objects that enforce uniqueness, and your UniqueTenant class demonstrates how this can be applied in practise.

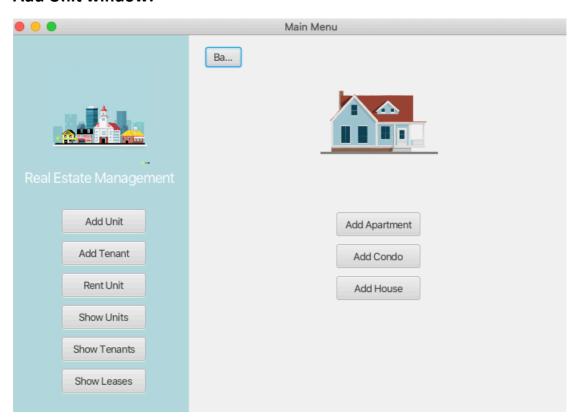
APPLICATION UML DIAGRAM AFTER JAVAFX INTEGRATION



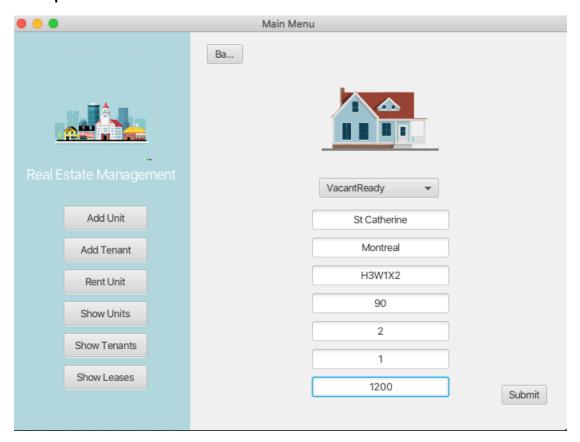
Main window:



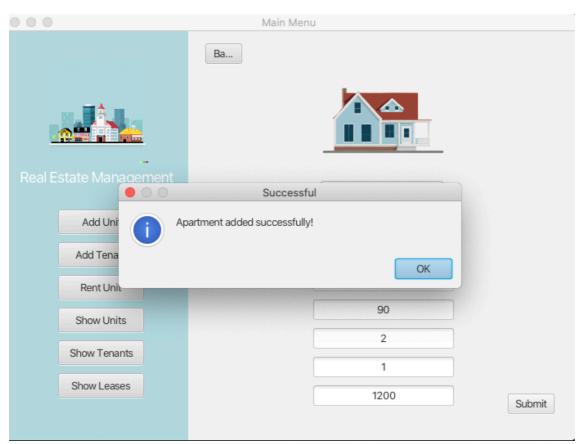
Add Unit window:



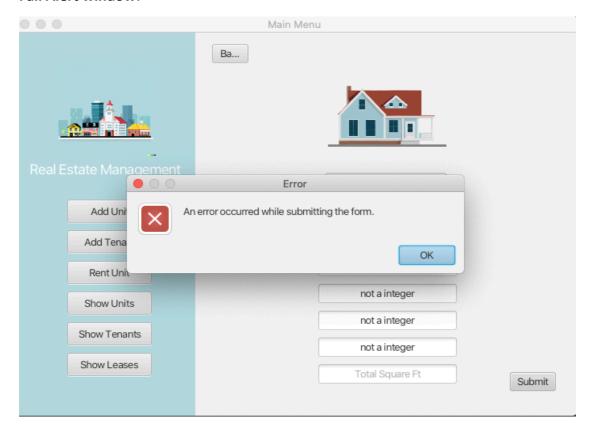
Add Apartment Window:



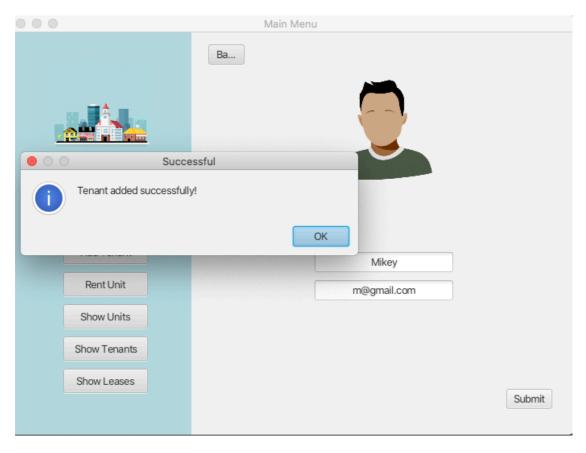
Successful Alert window:



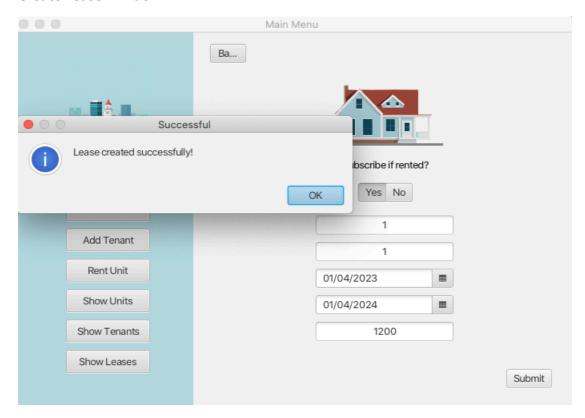
Fail Alert window:



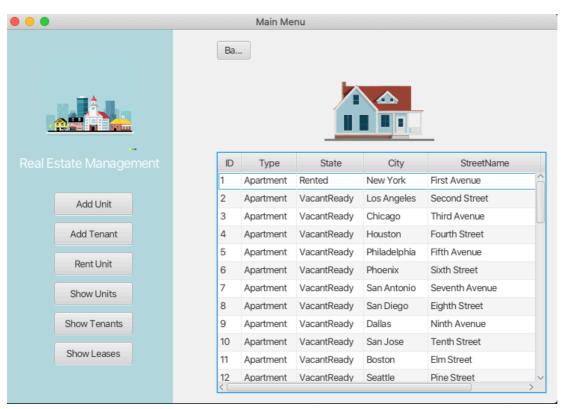
Add Tenant Window:



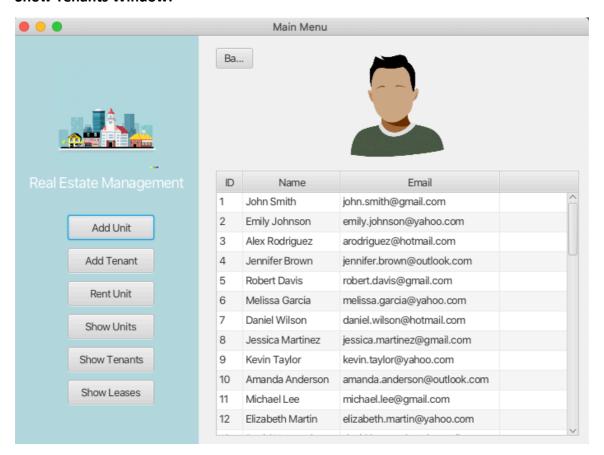
Create Lease Window:



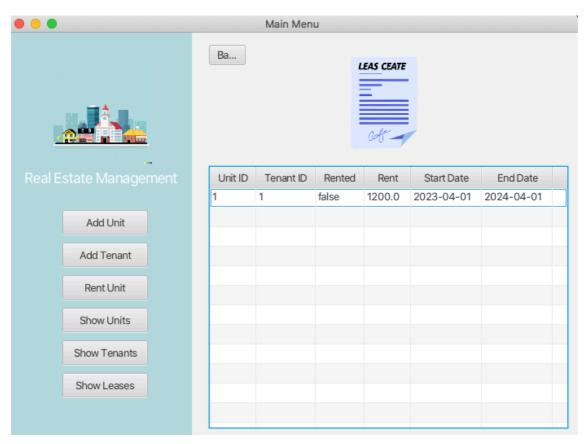
Show Units window:



Show Tenants Window:



Show Lease window:



GENERIC SET CLASS FUNCTIONALITY OUTPUT: