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CS 367 Term Project

Documentation

Problem Being Solved:

I have built a program that takes as an input a CSV file (comma separated values) of the runes on a person account for a mobile game called Summoners War. The user can browse for the CSV file, or they can also choose to add the runes manually by entering the required information. They will then be able to select which rune type they want to view after they have entered all the runes they want to enter, and view those runes in a new form. The program uses a .mdb Access Database to perform this with SQL commands.

Approach to Solve the Problem:

The approach I used was to first get the database I wanted to use setup, and then write a class for managing the database. There are a lot of update, delete, select and insert SQL commands needed for this program, so writing a class to do all this would cut down on the amount of re writing code and made the project look better. There is also a method to open the database connection and a method to close the connection, that way the connection to the database isn't open the entire time the program is running.

I then created the different forms I thought I would need, as well as a few designs for each and chose the ones I thought would work best from a UI standpoint. After renaming the controls added to the forms, I coded the routing buttons up so that I could make sure the routing between forms worked as I had hoped. Then, I coded up the click events from the first form to the last form that would be used so I could continuously check to make sure the buttons were working as planned.

Test Cases:

I have tested the program with several different CSV files, as well as different combinations of values for the manual import and everything seems to go smoothly.

Conclusion:

The problem was adequately solved as the program runs smoothly with no hiccups preventing the user from using it. If I were to have more time to work on it, future additions would have included a better way to view the runes rather than using a ListView control with the check boxes set to true, a nicer looking UI than is currently being used and a way to sort the runes based on the user's preferences.