EFFAT UNIVERSITY

CS2132

CS2132-2 - Spring 2022

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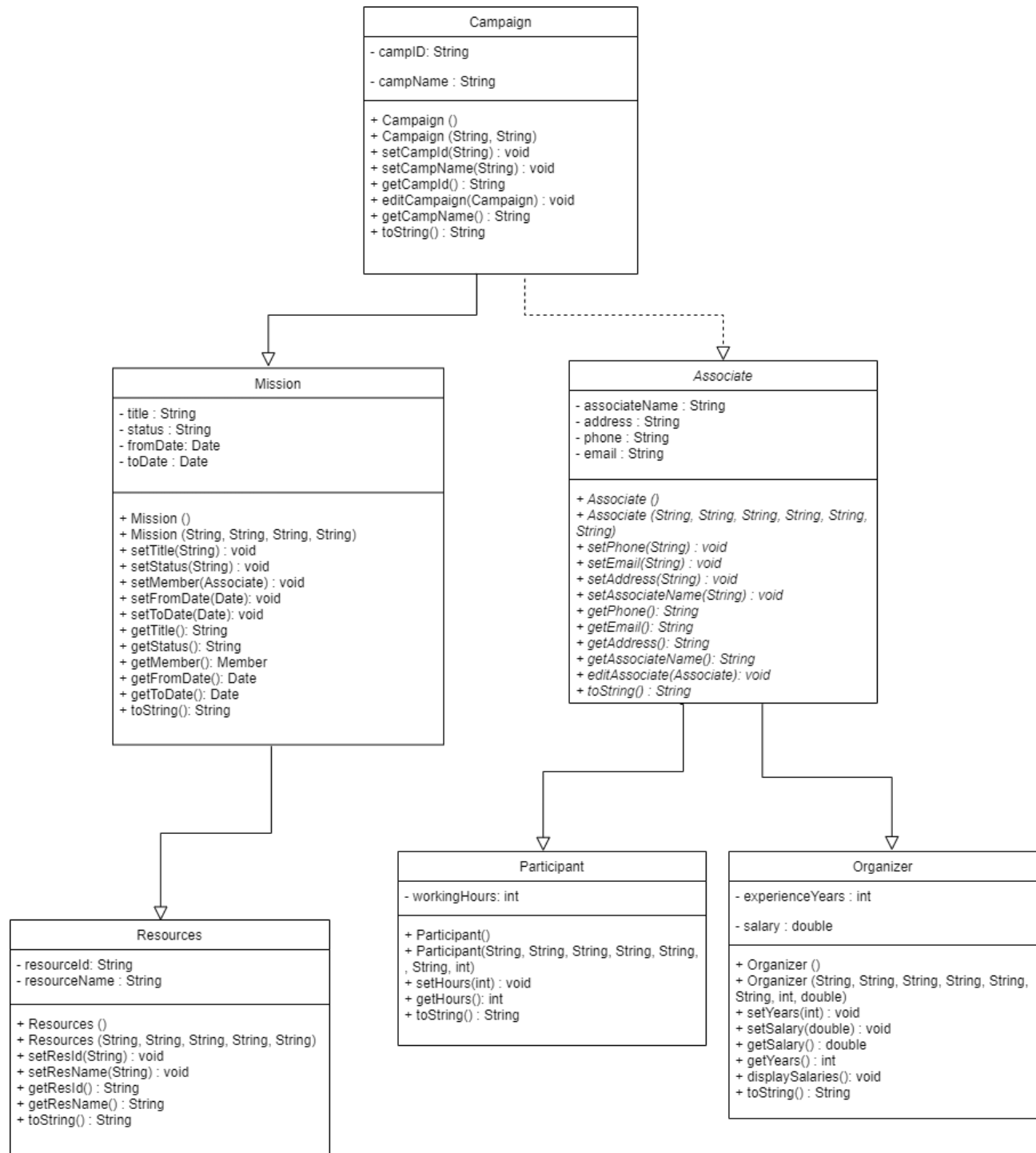
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Date of Submission: May 19,2022

Contents

1 UML Diagram

Campaign

- campID: String

- campName : String

+ Campaign ()
+ Campaign (String, String)
+ setCampId(String) : void
+ setCampName(String) : void
+ getCampId() : String
+ editCampaign(Campaign) : void
+ getCampName() : String
+ toString() : String

Mission

- title : String
- status : String
- fromDate: Date
- toDate : Date

+ Mission ()
+ Mission (String, String, String, String)
+ setTitle(String) : void
+ setStatus(String) : void
+ setMember(Associate) : void
+ setFromDate(Date): void
+ setToDate(Date): void
+ getTitle(): String
+ getStatus(): String
+ getMember(): Member
+ getFromDate(): Date
+ getToDate(): Date
+ toString(): String

Associate

- associateName : String
- address : String
- phone : String
- email : String

+ *Associate ()*
+ *Associate (String, String, String, String, String, String)*
+ *setPhone(String) : void*
+ *setEmail(String) : void*
+ *setAddress(String) : void*
+ *setAssociateName(String) : void*
+ *getPhone(): String*
+ *getEmail(): String*
+ *getAddress(): String*
+ *getAssociateName(): String*
+ *editAssociate(Associate): void*
+ *toString() : String*

Resources

- resourceId: String
- resourceName : String

+ Resources ()
+ Resources (String, String, String, String, String)
+ setResId(String) : void
+ setResName(String) : void
+ getResId() : String
+ getResName() : String
+ toString() : String

Participant

- workingHours: int

+ Participant()
+ Participant(String, String, String, String, String, , String, int)
+ setHours(int) : void
+ getHours(): int
+ toString() : String

Organizer

- experienceYears : int

- salary : double

+ Organizer ()
+ Organizer (String, String, String, String, String, String, int, double)
+ setYears(int) : void
+ setSalary(double) : void
+ getSalary() : double
+ getYears() : int
+ displaySalaries(): void
+ toString() : String

2   Methods

Our program consisted of 6 classes: Campaign-Mission-Associate-Resources-Participant-Organizer. Mission and Associate are subclasses of Campaign, Resources is a subclass of Mission, and Participant and Organizer are subclasses of Associate, which is an abstract class.The program consisted of many methods including setters and getters for each class as well as toString functions. We included constructors and overloaded constructors, void functions and returning functions, used scanner, as well as took inputs from the user. The editCampaign function which takes the campaign object and ask the user if they want to change the campaign name as well as change it for the user. The editAssociate function asks the user if they'd like to change any associate information such as the email, name, address, and phone number and changes it in the system. Finally, the displaySalaries function requests the user to enter the number of experience years and prints the correlated salary range.

3   User Manual

To run our program, first, you need to have an integrated development environment(IDE), like Eclipse, for example, installed on your computer. Next, make sure that all the .java files are located in the appropriate place in your workspace folder. Then, to run the program press the run button in your IDE while you have the GUI class opened and a small window will pop up that has several functions you can run to use our system. The functions that are provided in the GUI are printing the campaign information, adding another campaign, printing associate information, printing organizer information, printing mission information, and finally printing resources information. To navigate through our program, you can choose the function you would like to run in the drop-down menu and click the "go" button to execute. To run another function, simply select the needed function and click the "go" button again. Once you are done using the program, you can simply quit the program by clicking on the "X" button. Other functions such as editors can be utilized from the IDE console using the main class. To use those functions, make sure the main class is opened when you click run and all changes can be performed there.

4   Team Members Individual Contributions

This team consisted of 4 members: Joud AlFarra who was responsible for the Organizer and Participant classes, the video, the Methods and Contributions sections, and the design document. Leena Alam worked on the Associate and Resources classes, and the User Manual section. Razan AlMahdi programmed the Campaign and Mission Classes and completed the UML Diagram. Finally Hager worked on the GUI and the main class.

5   Video link

https://youtu.be/Pue4M3-kBgU