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Scheduler

The scheduler program is generic enough that it could be adapted to be used for multiple applications. The basic functionality of the program involves the communication between the client application and a central server, allowing the client to retrieve some type of data from the database stored on the server, currently in the form of a schedule. This could be adapted to instead send various types of information, be it employee information stored on the server side, student information, and any form of organizational information regarding users. The application at default includes a login form, to ensure authentication for users who are currently stored on the database.

The main flow of events for how the system is run is as followed: the server has to be started on the machine that will act as the server. That same machine must also have the MySQL database accessible to it, as the server is the only one that interacts with gathering information from the database, and thus must make a connection with the database by using the JDBC library/jar driver. From this, multiple client applications can be launched from different computers, since the socket is created with the server’s ip address (should be static for business purposes). After entering the username and password for the login screen, a client gui will appear that has the button to retrieve that user’s schedule information and is displayed as text to the user. This can be further modified to provide other information regarding the employee if so desired.

As for when the application can be run, so long as the server is running the clients should be able to connect and retrieve information. The only true downtime should be when the server or database are down for maintenance or improvements.