

## SCHOOL OF COMPUTING TECHNOLOGIES

### COSC2391 - FURTHER PROGRAMMING

### ASSIGNMENT 2

Assignment 2 was completed using the Model View and Controller design pattern. Three different packages were created, one called Model, one called application (View) and the other called Controller. Inside the Application package consisted of all the FXML files created for the program. A total of five different FXML files were created. Inside the Model package there was only one class named User which created a user with several details. This class also helped store user details to the database and helped verify user login. The last package is the controller package, which stores 5 different controller classes. These controller classes include carrying out all operations of logging in, registering, working with the canvas, logging out, saving the canvas. The program mostly follows the SOLID principles. Not all required parts of the assignment were implemented. Which include updating the profile after changing user profile details. It would only change after relogging in. One other minor issue was not creating selected boxes for elements. This led to not being able to colour in the background of texts. The dragging component is linked to an option provided on the right-hand side box. Dragging but mouse does not work. Same with increasing size and rotation, they all work through the options in the right-hand side box once an element is chosen. Images that were used to create buttons for the canvas is included in the submission zip file folder. Some improvements that could be made include implementation of dragging, increasing element size and rotation through the mouse. Another future implementation I the advanced part D requirement which gave users extra features through a premium account they had to purchase a subscription for. Commenting of code was also not completed however all code can be explained. There were several imports and several different ways of using setOn methods which was utilised such as linking through scenebuilder and lambda expressions.