

User Manual

Union App Version 1.5.0
Group 13

Shivam Patel - 216385247
Colin D'Souza - 216283582
Rushabh Chauhan - 215926108
Sana Khademi - 216326613

Application:

Union App (Version: 1.5.0)

System Requirements:

Java Runtime Environment (JRE 1.8 - [Download](#))

Introduction:

The Union App, version 1.5.0, allows users to display ideas and data in a visual way, through the use of Venn Diagrams. Version 1.5.0 comes with more entry customization options and new features like gamemode, screenshot printing, and zooming. Version 1.5.0 allows the user to customize every aspect of their diagram to make it their own. Version 1.5.0 emphasizes creativity, practicality, and portability.

Changelog:

Version 1.2.0 (Prototype 2):

- Multiple languages (French, English)
- Undo/Redo
- Import/Export
- Descriptions for items on the venn diagram

Version 1.1.0 (Release 1):

- Brand new User Interface, with a customization pane.
- Improved Drag and Drop accuracy
- Exporting Screenshot feature
- Venn Diagram color selection

Version 0.1.0 (Prototype 1):

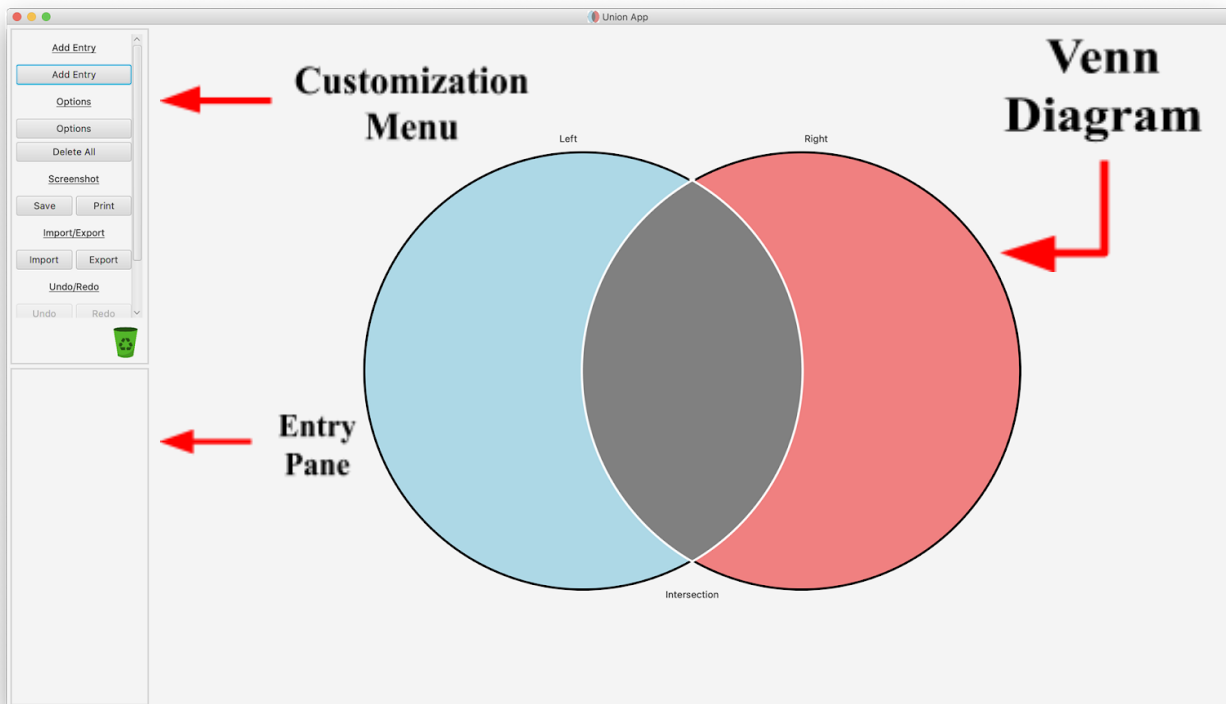
- Adding entries via Drag and Drop
- Nested Circles feature, with lines
- Hovering Mechanism

How to run the Application

Double click on the .jar file to run. If this does not start the application, open Command Prompt/Powershell on Windows or your Terminal on UNIX based machines (such as Mac and Ubuntu), navigate to the folder with UnionApp.jar and run `java -jar UnionApp.jar`.



After running the .jar file...



Venn Diagram:

Users will represent their data/entries on the sections of this venn diagram. Each section has its own title and color, which can be modified to the user's preference. Users can magnify their view by zooming in/out of the venn diagram.

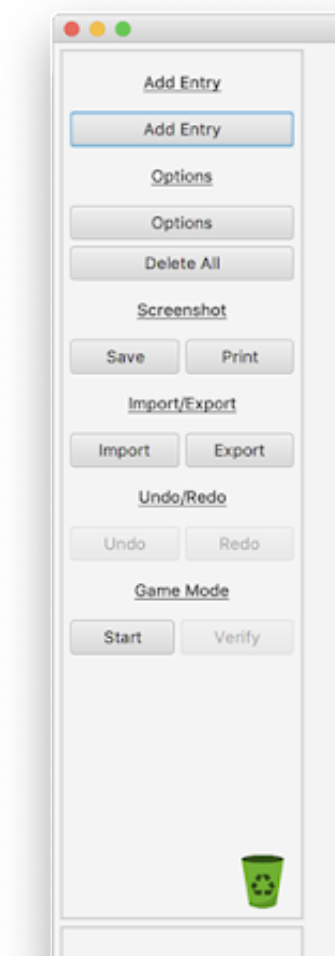
Customization Menu:

All features relating to customizing the venn diagram will be listed on the customization menu. The menu includes features like...

- **Add Entry:** adds an entry to the Entry Pane.
- **Options:** changing the language and or colors of the diagram.
- **Delete All:** deletes all entries placed on the diagram.
- **Screenshot - Save:** saves an image (.png) of the diagram.
- **Screenshot - Print:** prints a snapshot of the diagram.
- **Import:** imports previous diagrams onto the workspace.
- **Export:** exports the current diagram's data as a .json file.
- **Undo:** reverses any mistakes made while working on the diagram.
- **Redo:** restores any actions that have been previously undone.
- **Game Mode - Start/Verify:** starts a comparing game.

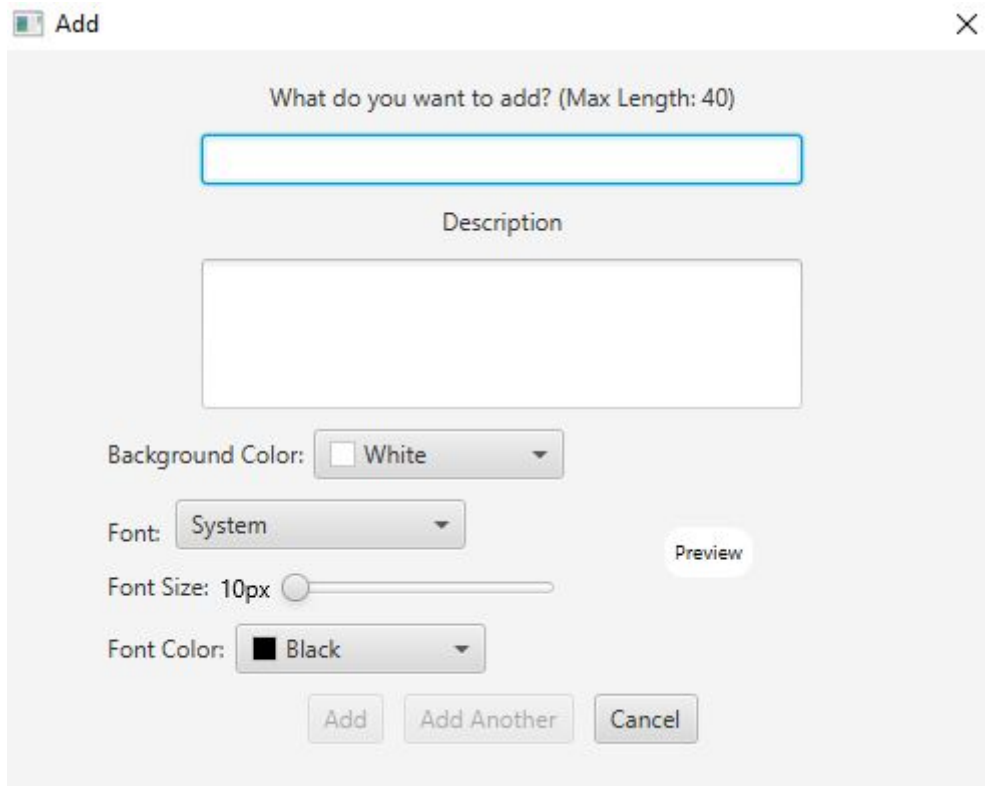
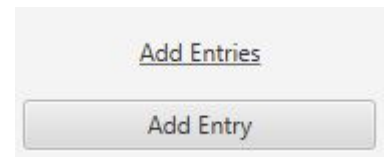
Entry Pane:

All newly added entries will be placed within the Entry Pane, waiting to be dragged onto the diagram. Eventually, it turns into a scrollable pane.



Adding a new Entry:

Step 1: Click on the “Add Entry” button located on the customization pane to open a modal window. Alternatively, you can press CTRL/CMD + N.

A screenshot of the 'Add' modal window. It has a title bar with a green icon and the word 'Add', and a close button (X). The main content area contains a text input field with the placeholder 'What do you want to add? (Max Length: 40)'. Below this is a larger text area labeled 'Description'. Further down are three settings: 'Background Color' with a white color swatch and a dropdown arrow, 'Font' with 'System' selected in a dropdown, and 'Font Size' with a slider set to '10px'. Below these is 'Font Color' with a black color swatch and a dropdown arrow. To the right of the font settings is a 'Preview' button. At the bottom are three buttons: 'Add', 'Add Another', and 'Cancel'.

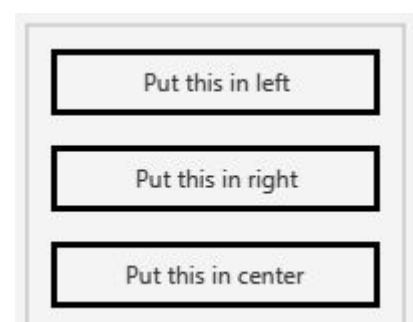
The Add Entry modal window, allows the users to customize their venn diagram entries and add them to the Entry Pane. It includes features like title, description, background color, font type, font size, and font color. Moreover, it includes a preview display that previews what the entry would look like on the diagram itself. Lastly, it includes an “Add Another” button which allows the users to quickly add multiple entries, instead of having to repeatedly open the modal.

Step 2: In this window, enter the data of the entry and customize it to your preference. Click on the “Add” button, at the bottom, after you successfully entered the data.

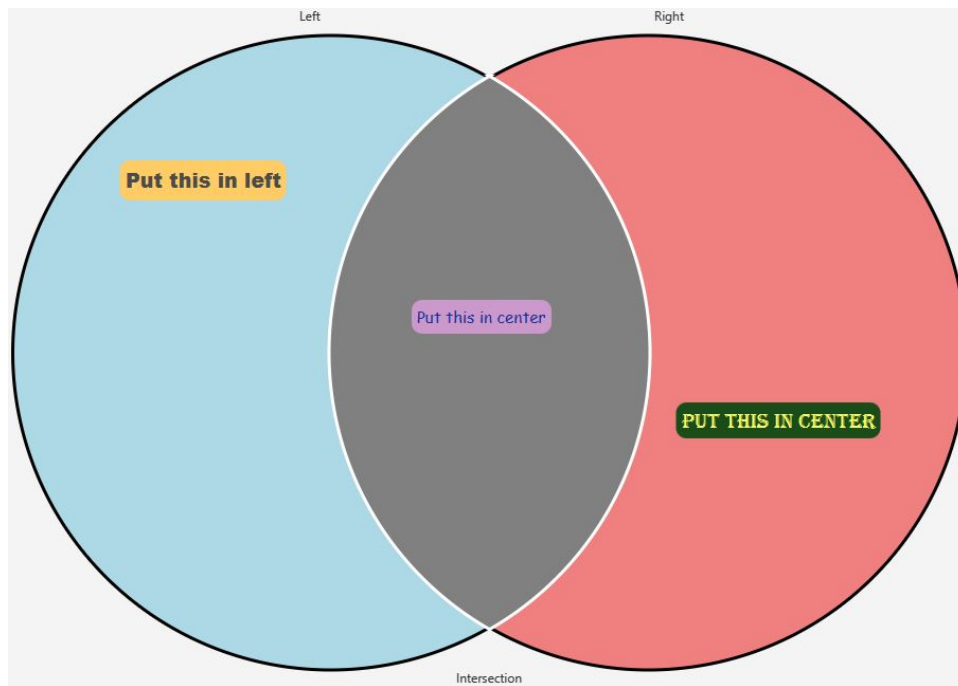
Step 3: After completing Steps 2 and 3, the newly added entry should appear on the Entry Pane. This entry does not belong to the venn diagram, it is waiting to be moved to a section of the diagram.

Drag and Drop Entry Placement:

Step 1: Click and Hold on an entry, within the Entry Pane, that you would like to place on the venn diagram. Drag this entry to where on the venn diagram you would like it to go.



Step 2: After completing Step 1, the entry will be placed at the location on the diagram where you dropped the entry.



Editing an Entries:

Step 1: Double click on the entry that you would like to modify. This will open an Edit Modal, similar to the Add Entry Modal.

Step 2: In this window, change the aspect of the entry that you would like to update. Click on the “Update” button, at the bottom, after you successfully updated the entry.

Deleting an Entry:

Step 1: Click and Hold on an entry that you would like to delete/remove from the venn diagram. Drag and Drop this entry on top of the recycle bin, located in the customization panes.

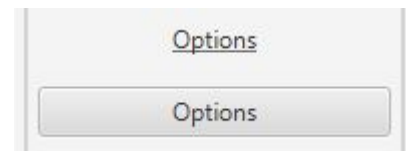


Step 2: After completing Step 1, the entry will be removed from the venn diagram.



Customizing the Venn Diagram:

Step 1: Click on the “Options” button located on the customization panes to open a modal window, where you will be able to change the colors on the diagram.



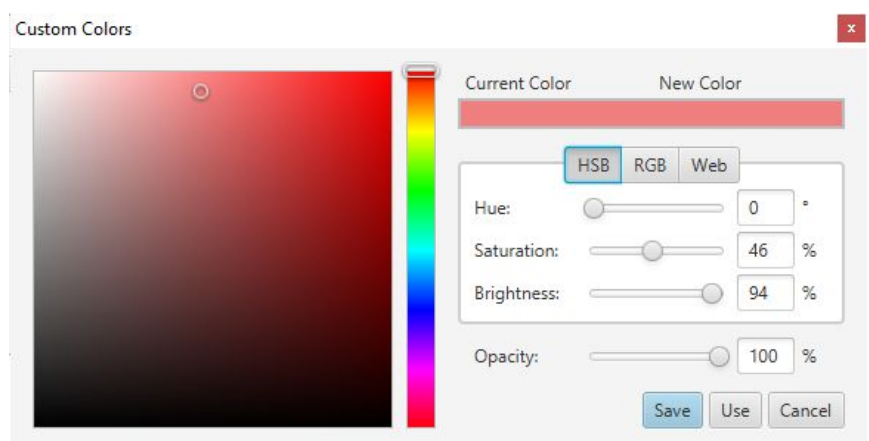
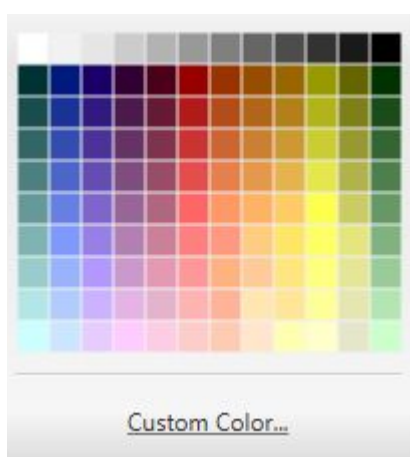
Step 2: In this window, the user can use the color palettes to change the venn diagram colors. Each section of the venn diagram has its own color palette menu. Click on the “Ok” button after you have successfully changed the colors to close the window.



Additionally, the user can change the language of the user interface here. Currently, the available languages are English and French.

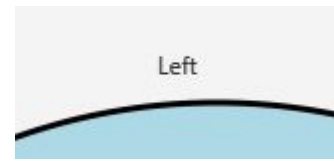


Colors can be chosen from the pre-made color menu or a custom color can be created by clicking “Custom color...” on the color menu.



Modifying the Venn Diagram Titles:

Step 1: Double click on the title that you would like to modify. This will open a new window where you can enter the new data



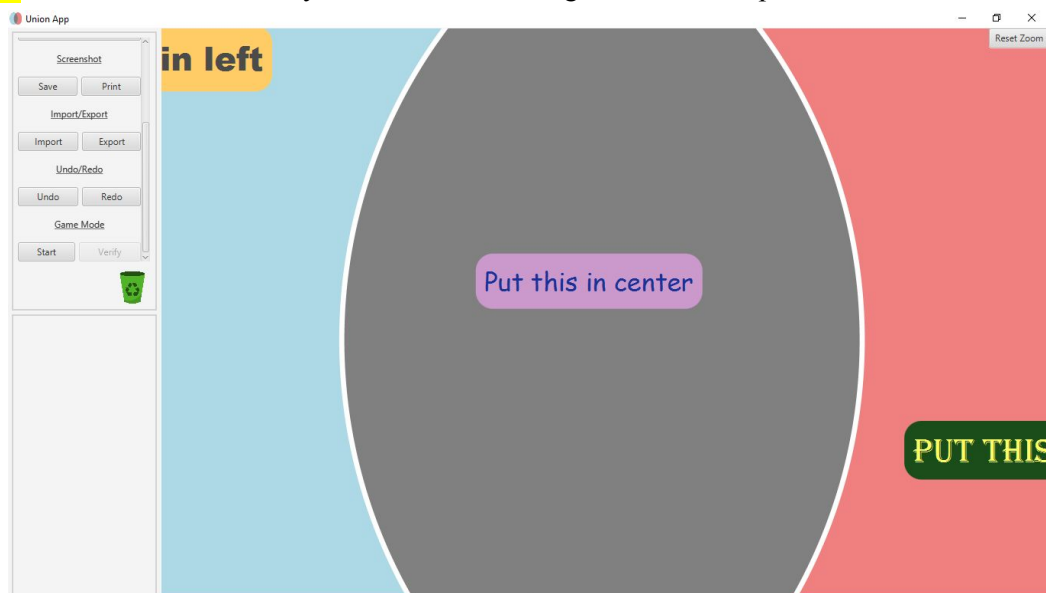
Step 2: In this window, enter the new title. Click on the “Update” button, under the input box, after you successfully entered the data.

A text input window with a title bar that says 'Text (Max Length: 25)'. Below the title bar is a text input field containing the word 'Left'. Below the input field are two buttons: 'Update' and 'Cancel'.

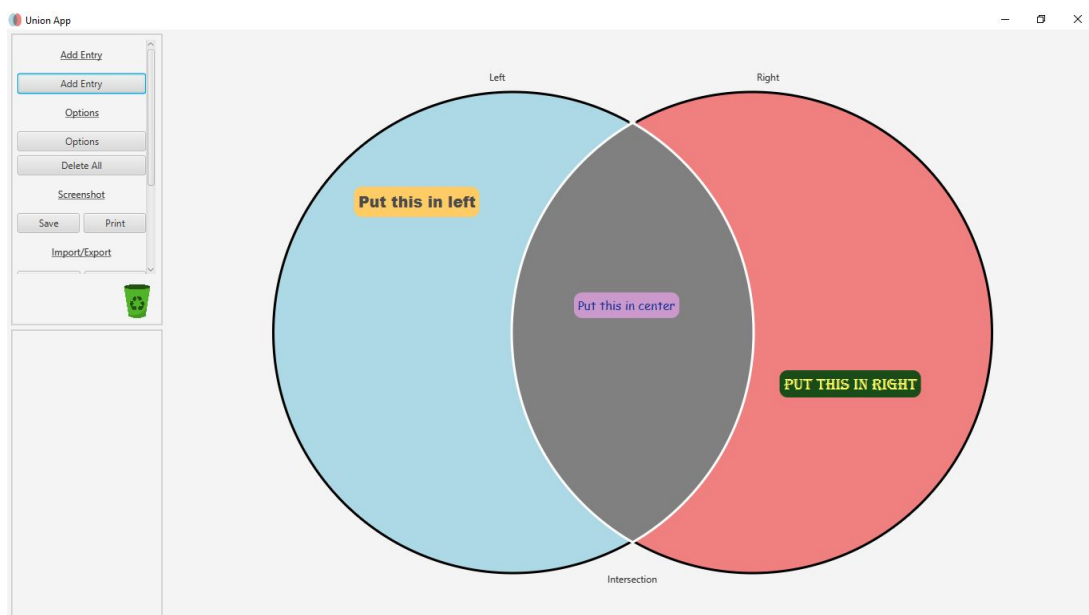
Zooming in/out:

Step 1: Place the cursor anywhere on the venn diagram.

Step 2: Use the scroll wheel on your mouse or two fingers on the trackpad to zoom in/out.

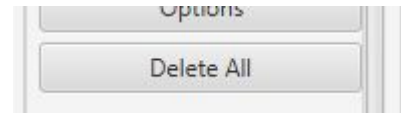


Step 3: Press “Reset Zoom,” located in the top right corner, to go back to default view.



Delete All Entries:

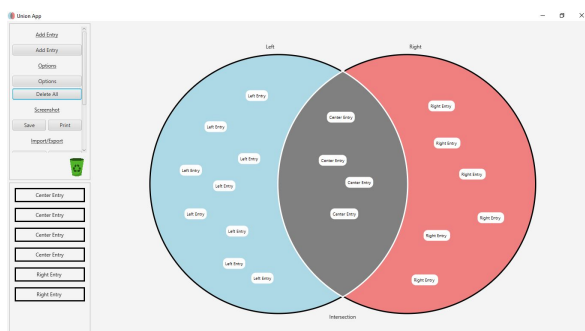
Step 1: Click on the “Delete All” button, located on the customization menu, to delete all entries on the venn diagram and the entry pane.



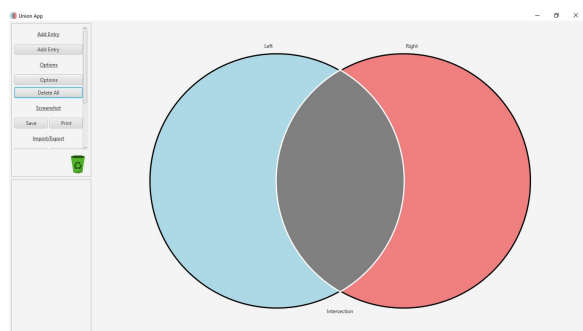
Step 2: An alert will pop up warning you that deleting entries is not reversible. Press “Ok” to continue and all entries will be removed from the venn diagram and entry pane.



Before:

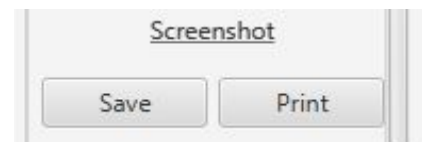


After:

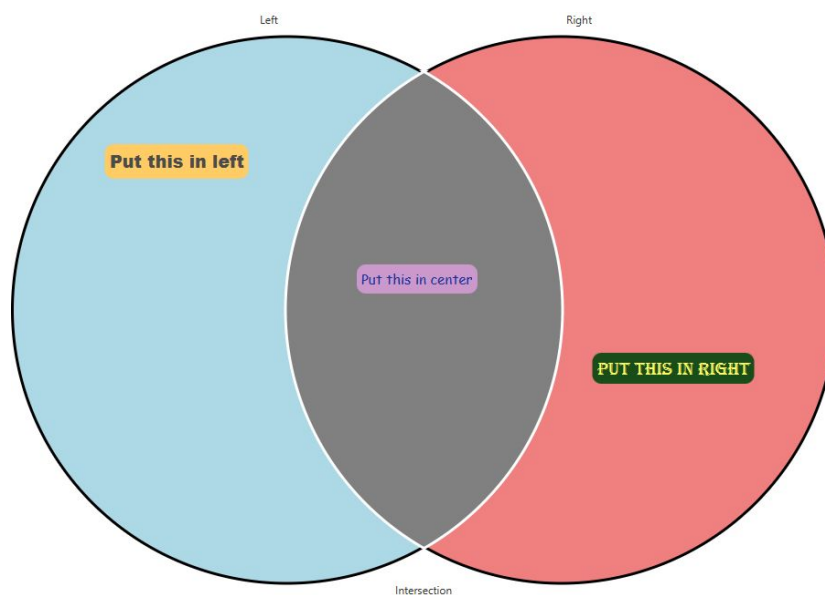


Saving a Screenshot:

Step 1: Click on the “Save” button located on the customization menu (under “Screenshot”) to open file explorer.

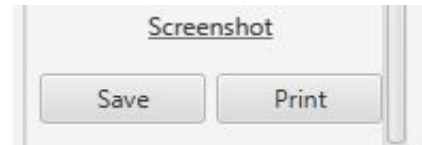


Step 2: Name and Save the screenshot on your computer using the file explorer. An example of a screenshot produced by Union App is shown below.

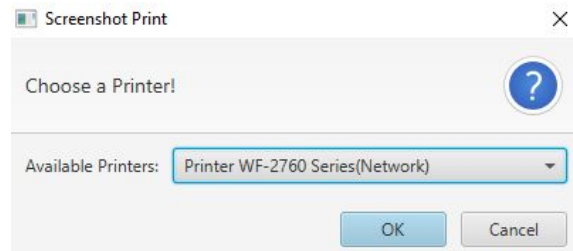


Printing a Screenshot:

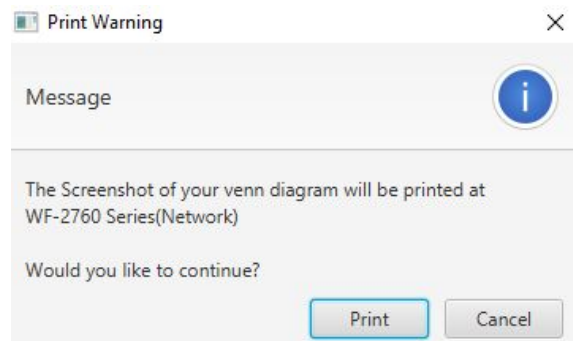
Step 1: Click on the “Print” button located on the customization menu (under “Screenshot”) to open a new window.



Step 2: In this window, select the printer that you would like to use to print the screenshot. Press “Ok” after you have chosen a printer.

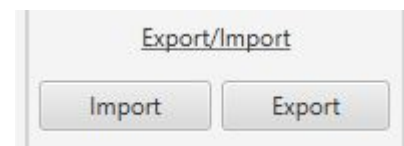


Step 3: An alert will pop up, asking if you would like to continue with the print job. Press “Print” and the screenshot will be printed at the chosen printer.



Exporting:

Step 1: Click on the “Export” button located on the customization menu to open file explorer.



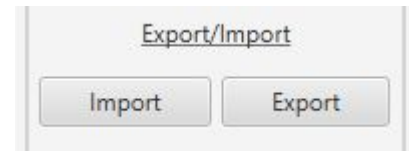
Step 2: Name and Save the JSON file on your computer using the file explorer. An example of the generated file is shown on the image to the right.

```
{
  "e": {
    "e": [
      {
        "s": "Entry 1",
        "l": "Center",
        "d": "Hello",
        "x": 744.5,
        "y": 373.1666717529297,
        "i": "7b261d49-bf87-48f4-8248-c63c4cf877fc",
        "c": "#c25975ff"
      },
      {
        "s": "Entry 2",
        "l": "Center",
        "d": "Nice to",
        "x": 745.5,
        "y": 465.1666717529297,
        "i": "10efa92f-546a-44bf-8c16-c57720cbf0",
        "c": "#c25975ff"
      },
      {
        "s": "Entry 3",
        "l": "Center",

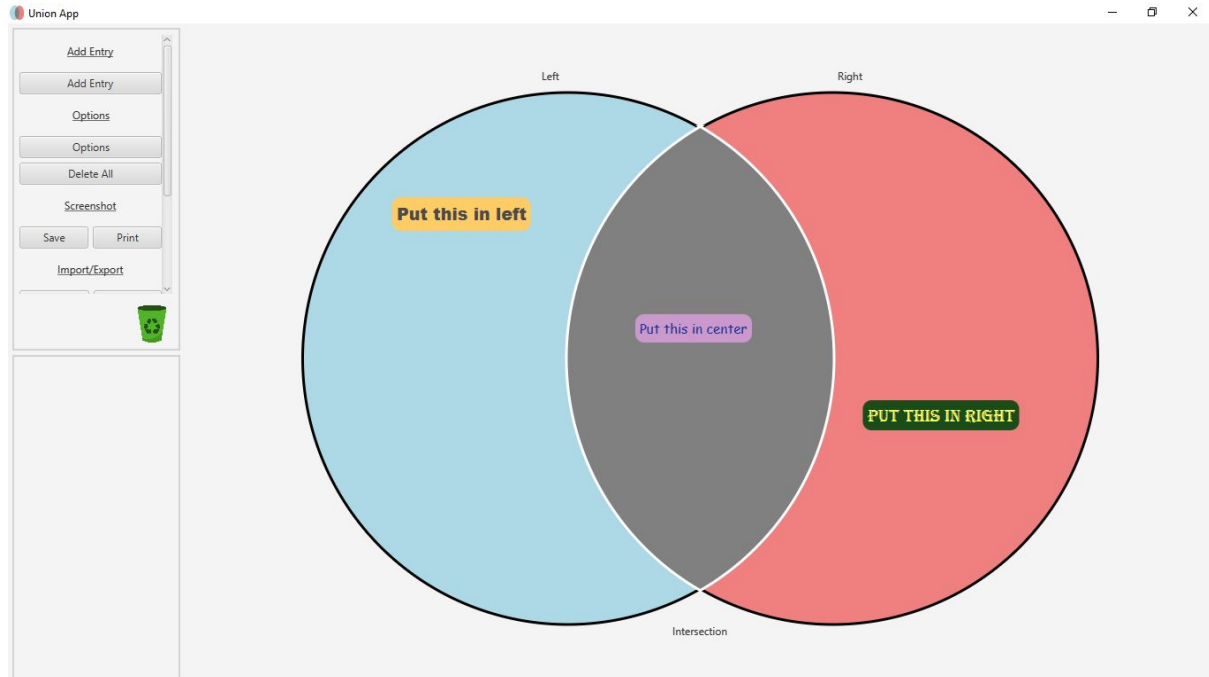
```

Importing:

Step 1: Click on the “Import” button located on the customization menu to open file explorer.



Step 2: In the file explorer, select the JSON file of your previously exported project and click “Open.” Union App will load the project, allowing the user to continue where they left off.



Undo/Redo:

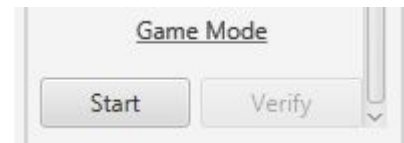
Step 1: Click on the “Undo” or “Redo” button located on the customization panes to refer back to any changes. You can also use the keyboard commands CTRL/CMD + Z to undo, and CTRL/CMD + Y to redo.



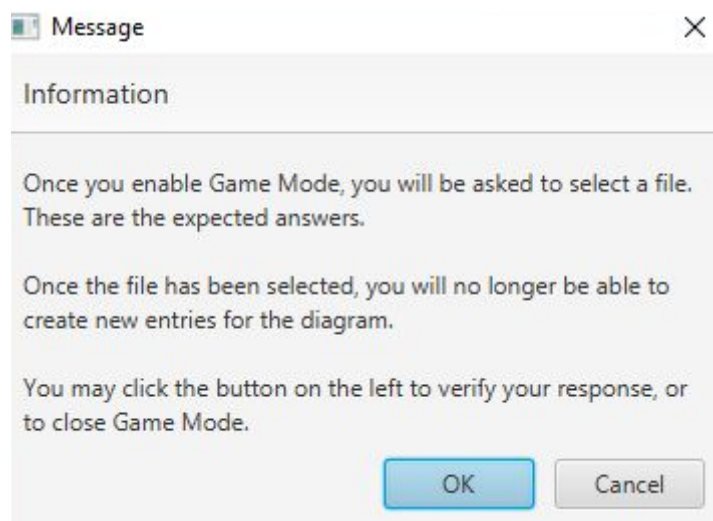
Game Mode:

In this mode, users are asked to arrange a set of entries on the venn diagram. Once finished, they can verify their answer and compare it with the answer key. The verification alert gives the users a score out of the total number of entries (# of correct / total number). Based on their scores, the user can continue playing the game to improve their score or they can choose to reveal the answer, which ends the game early. When the game is running, users will not be able to add entries and import other diagrams. Follow the steps below to start the game mode...

Step 1: Click on “Start” located on the customization menu, under the subheading “Game Mode.”

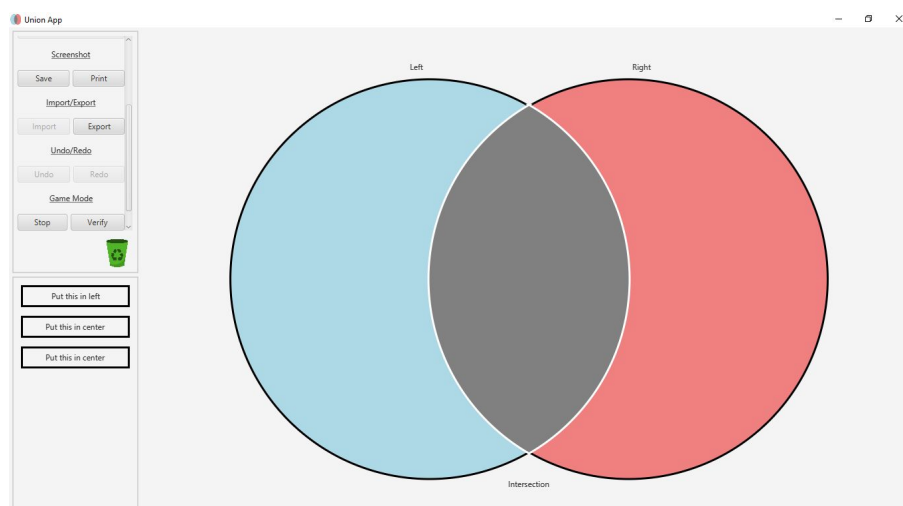


Step 2: After Clicking “Start,” an alert should pop up with the instructions of the game. Click “Ok” to open file explorer.



Step 3: An alert will pop up indicating that the game mode is beginning. Click “Ok” to continue.

Step 4: On the file explorer, select the JSON file of the answer key and click “Open.” Union App will load the entries from the answer key onto the Entry Pane.



At this point, the game has started and users can start arranging the entries.

Game Mode Buttons:

When the game mode starts, there will be 3 buttons added to the customization pane. These buttons are...

- Stop: which stops the game and loads a blank diagram.
- Verify: compares the arrangement to the answer key.
- Reset: puts all entries back into the entry pane.

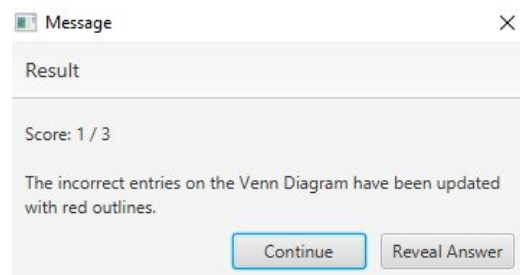


Verifying an Arrangement of Entries:

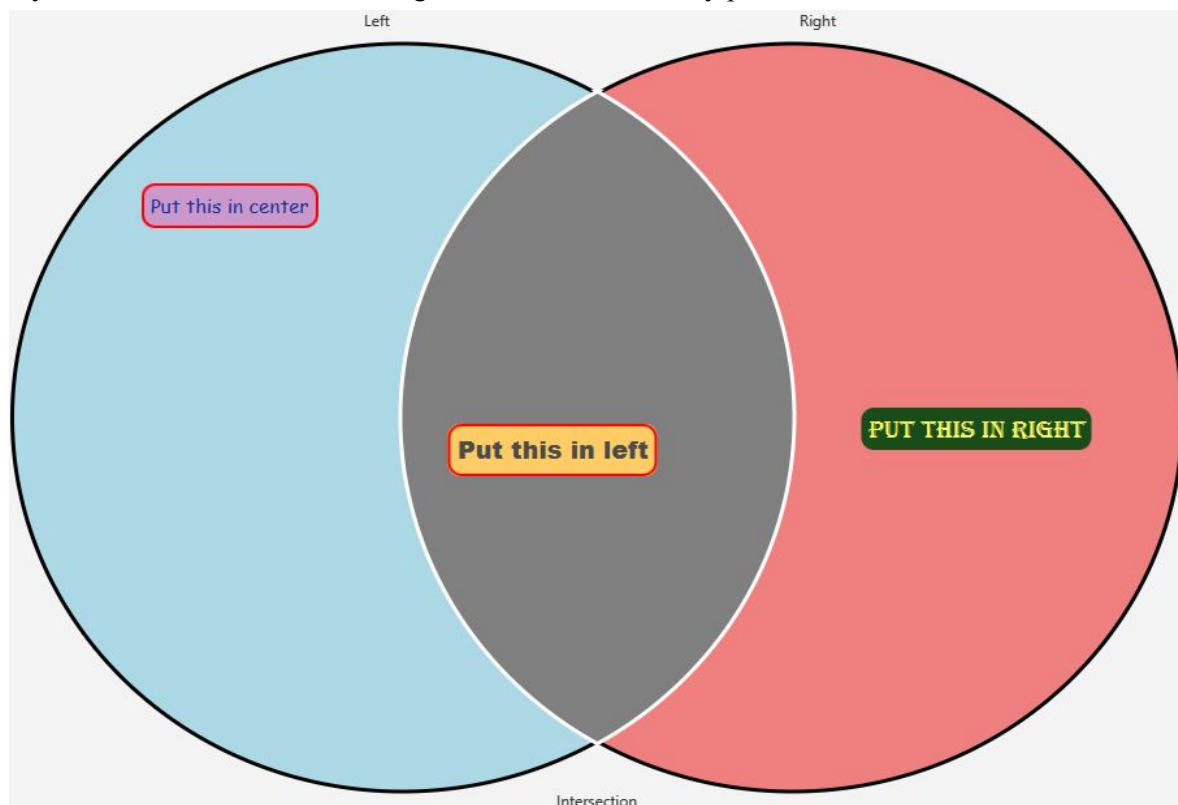
Step 1: After you have successfully arranged the entries, click on “Verify” on the customization pane, to compare your solution to the answer key.



Step 2: An alert will pop up with your score (# of correct placements / total # of entries). On this alert, you can either click “Continue” to fix your mistakes or click “Reveal Answer” to stop the game and display the answer key.



If you choose to continue with the game, then the incorrectly placed entries will have a red border.



However, if you choose to “Reveal Answer” then the game will be stopped and the answer key will be displayed on the diagram workspace.

