Statements Of Contribution

Cal Senam Afun

Our project heavily relied on a simple yet user-friendly Graphical User Interface (GUI). My role in the team was to research how Java Swing, which was our intended GUI, works and how we could integrate this into our project to create something meaningful. To do an effective GUI I had to watch a 4 hour course from Bro Code Youtube Channel with Tawanashe to give us good insights. I also assisted in the design of the classes and the creation of our final UML.

Score: 10

Tracy-Phyron Jinor

I worked with my teammates to design and properly implement our classes that run the backend of our project. My job was very crucial as these classes formed the framework of the entire project. To do this my team and I first discussed exactly how we want our system to run and how the UML diagram should be.

Score: 10

Tawanashe Makuvaza

I worked with Cal, to properly understand and create an effective GUI that would run our system. Because Java Swing was new to us as a team Cal and I decided to share parts of the GUI like the homeowner page, user page, admin page e.t.c to effectively create the system. I also watched the 4 hour tutorial from Bro Code which gave me the relevant skills to build and simple and neat GUI.

Score: 10

Asantewaa Bonsu

I worked with Tracy to build and implement the classes that we had agreed on as a team when creating a UML. Since the classes formed a fundamental part of our project, my role was pivotal in ensuring that our system touched on all of the OOP concepts learnt in class. This ensured that we didn't have any errors when it was time to integrate our GUI with our classes.

Score: 10