

EECS 2311 W20

Venn Diagram

User Manual

GRP - #11

MEMBERS

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Getting Started

Introduction:

The main usage of this application is to organize and visualize data. The software aims to make categorization of information as easy as possible for the user. How it achieves this is by having a user-friendly interface, easily import and export information, being able to move entities around the scene seamlessly, and create delete and edit entries with simple instructions.



System Requirements:

Windows: MS OS 7 or above and JDK 1.8 or above

Mac: All latest version after 2012

Installation instructions:

Windows: Double click to the executable jar file to install or run the software.

Mac/Linux: Using Terminal type the following: - **java -jar filename.jar**

Features and Usage

Creating New Entries:

I. Manual Creation: Start by simply clicking the '+' sign.



Then In the pop-up window

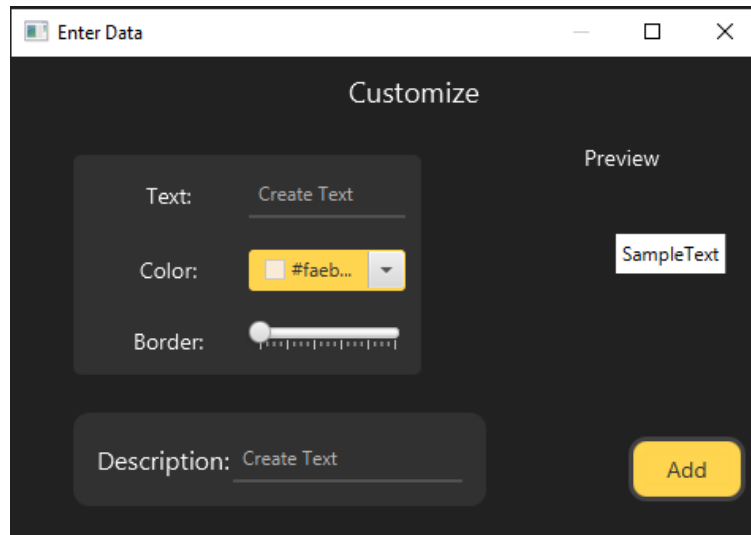
Entry Text - enter the text of the new entry to the text field

Pick a colour - use the colour picker drop down menu to pick a colour for entry

Entry shape - use the slider to have either rounded borders or cornered

Entry Description – add detailed description to entries and when user brings the cursor top of elements will display the description.

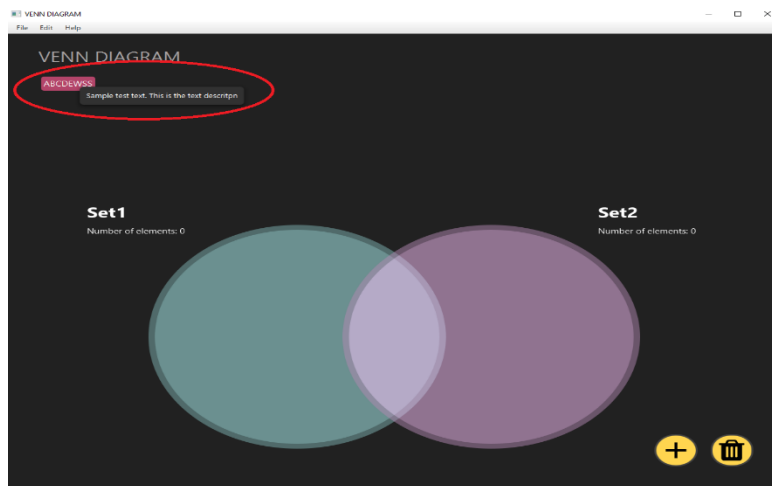
Finally press the create button to create a new entry.



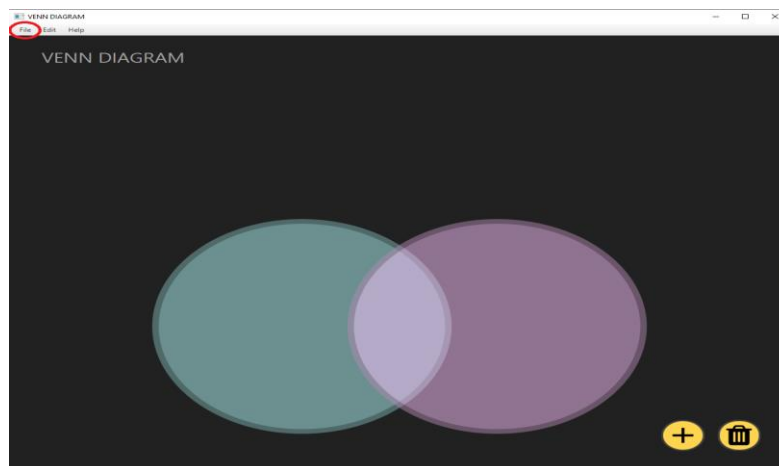
As seen on the example you will have a new entry on the scene.



When bring the cursor over the existing entry user able to see the detailed entry description.



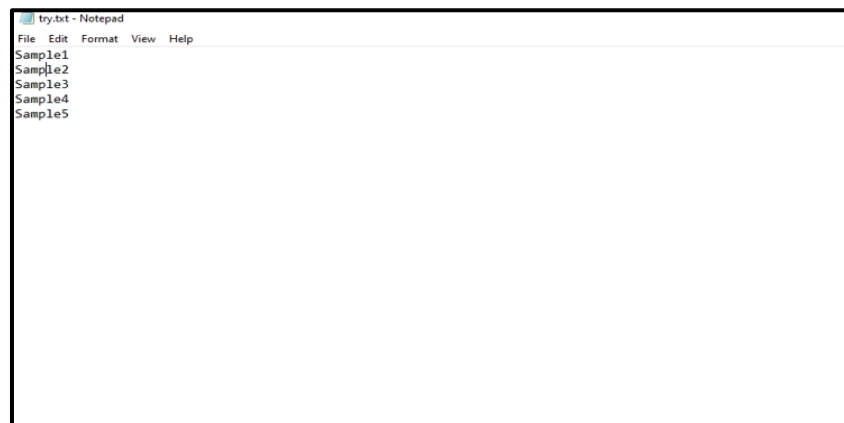
II. Importing from a File: Start by Clicking to the File tab on the top right corner menu bar.



From the Drop-down Menu select the import option and locate the .txt file you want to import.



It is important that the .txt file is formatted the right way. Every entry you want to import should be in a new line see the picture below for an example.

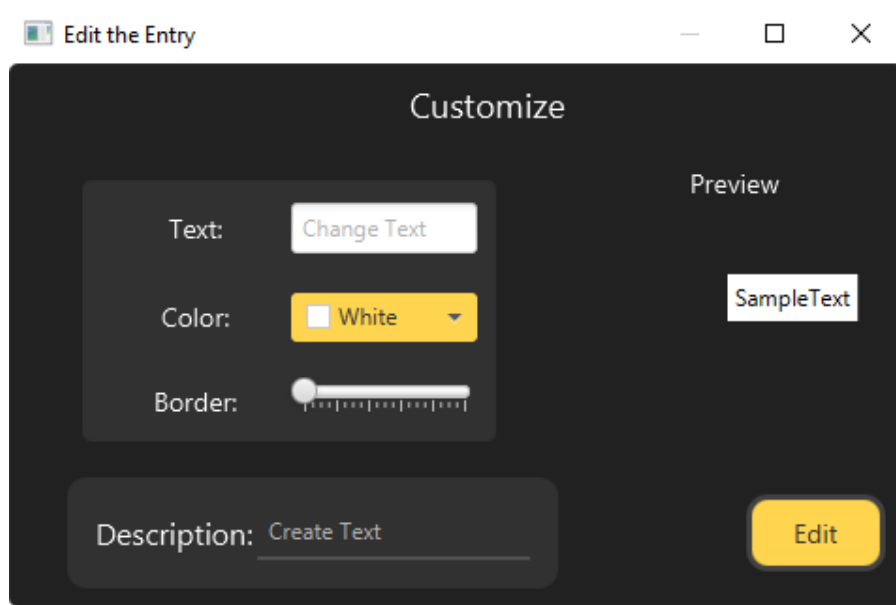


Double click or (select the file and click open button in file explorer) the file you want to import if the file is formatted correctly all the entries should pop up on the main windows with order.



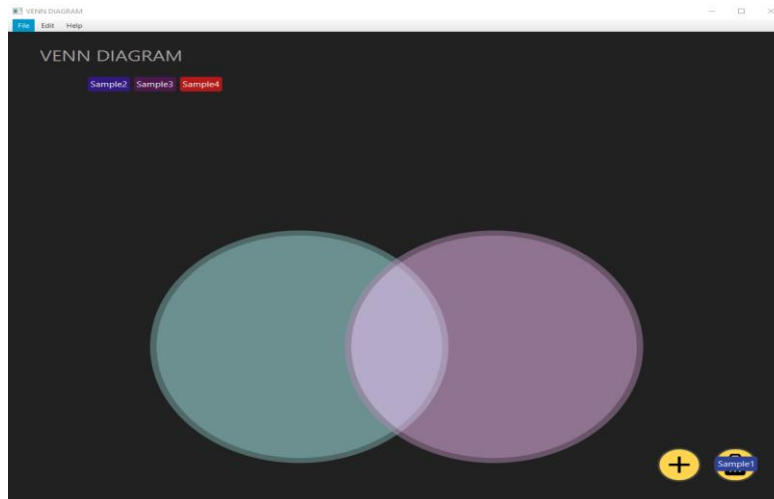
Customizing the Entries:

To customize an existing entry simply **double click** it. A new window will pop up. From the window you can change the colour, text, the border radius and description of the entry. The preview window will show a demo of what the edited entry will look like. Click the edit button when done with the customization.



Deleting existing entries:

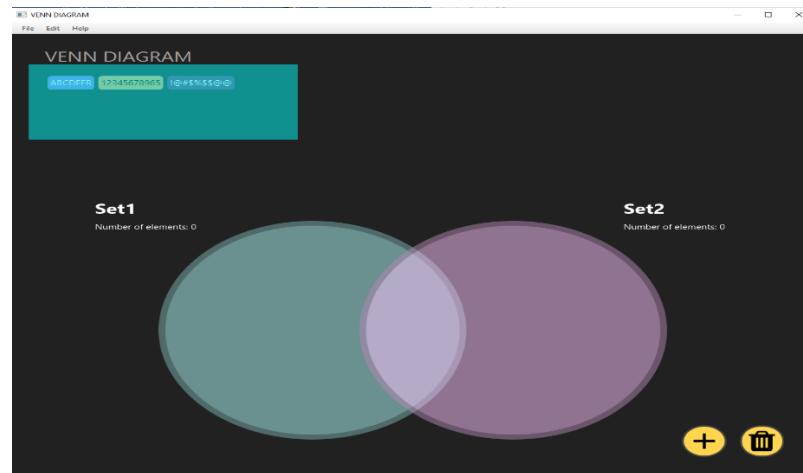
Deleting existing entries by dragging and dropping them on the trash can button at the bottom right corner of the scene. User can delete multiple entries at once by press the right mouse and create a rectangle boundary to select the entries then press the backspace button.



Drag and Drop feature:

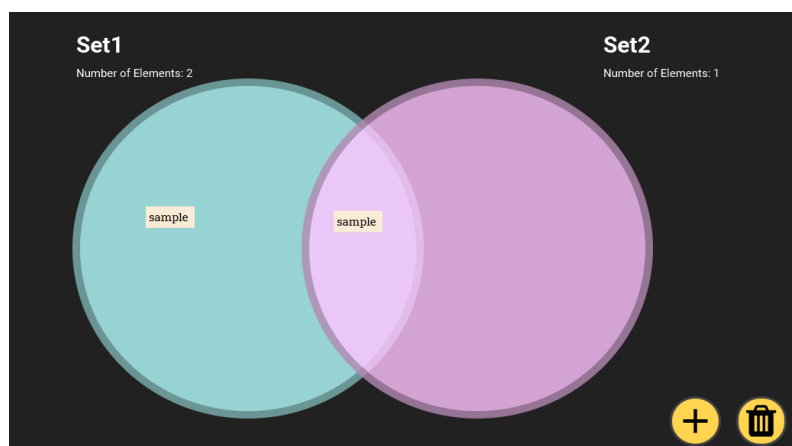
Every newly created and already existing entry can be dragged and dropped anywhere on the scene. If two entries are on top of each other one of them will move right so users can see every entry on the scene.

User can select multiple entries by press right mouse button and create rectangle boundary to cover the entries and drag and drop within the screen.



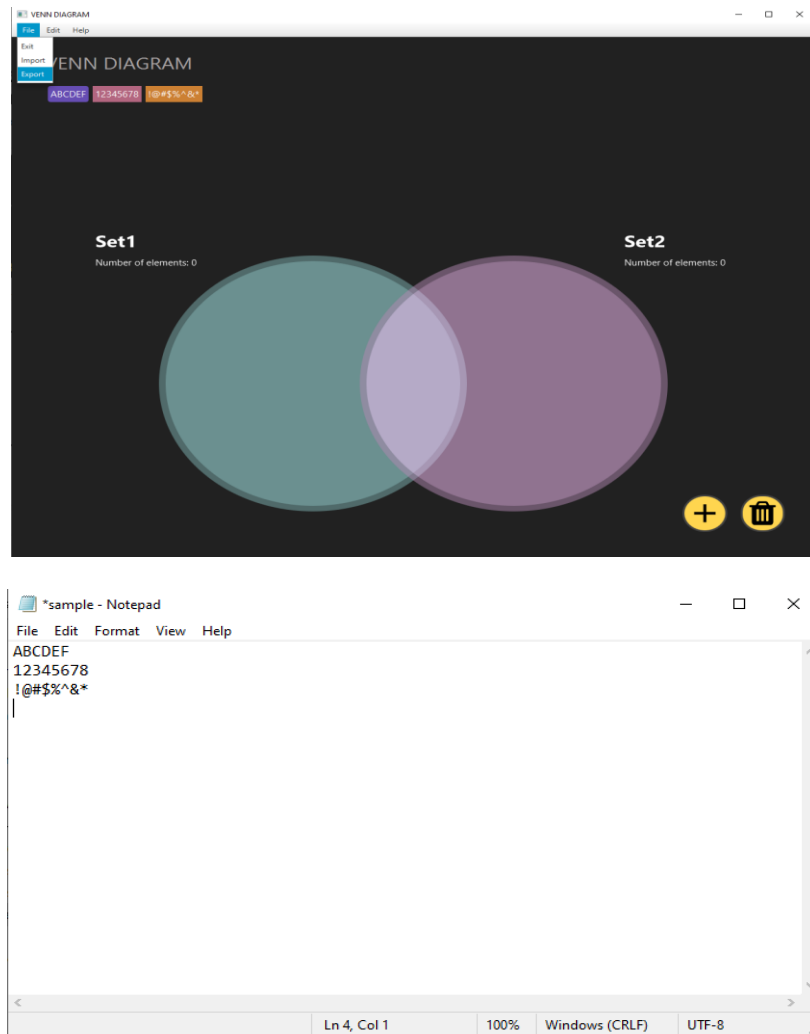
Entry Categorization:

Drag entries of the same set to the corresponding circles to start categorizing. When an entry is registered in a set the circle will lit up and the number of elements will go up. If an entry is an element for both sets then drag it where circles intersect. The entry will be registered for both sets and both circles will light up. To remove entry out of a set drag it outside of the circle. If a set has no element the circle won't be lit up.



Export Existing Entries:

After adding entries, select the export option from the file menu then in file opener input a name for new text file and select a location to save the file. Finally click save. Entries will be saved in .txt file format and the entries added to the text file in vertical order.



More Features are coming soon.....