Contribution report – Group 32

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My job for implementing Artatawe was to implement the Artatawe class, which creates all the GUI for the program except the GUI made for custom drawings. I created the fileWriter class, which saved all the data to a text file and I created the CSS for the program in order to style it and make it look nice and easier to read. Furthermore, I also provided help and assistance for my group members who ran into any difficulty.

Mainly I created nice GUI, which displayed all the data based on the requirements in the way that was wanted. For example the information on all the bids a user has placed had to be in chronological order based on date so the most recent bid was at the top of the table. I also implemented most of the error checking for logging into the system and when you create a bid. I had to make sure there was checks for if the user entered in characters rather than numbers and that the number were higher than any previous bid and so on, for each error I have a different error message stored in a label and tells the user what they did wrong. I also had to save the data so I made a method call which saves data every time the user logs out and every time the users pressed the red x that closes the window and the program.

Extra features that I was able to add to the program was the ability to log in and out of the system and so it didn’t require the user to quit the program to change user. Another was the ability for the GUI to auto update when changes were made, for example when making a bid it automatically adds it to the table and updates the amount of bids made on an auction without having to reload the page.

Problems that I came across when making the Artatawe class and the fileWriter class was that my first implementation of tables on the auction page and the account page wasn’t working the way I wanted it to. I first used a tableView, which displayed data from a certain class; however, I realised shortly after that I wanted to view data from more than one class and so I couldn’t use table view. In the end, I made my own table using HBox’s and VBox’s and styled it in CSS for the table to look nice. Another issue I came into was that In order for the fileWriter and FileLoader to work well together they have to save and load in the same format. Therefore, a lot of communication was required in order to get it working and in the end, we just let one of us complete their class first and then the other person just used the format they used so the classes would work and communicate together. If we had to do it, again we probably would have assigned the file writer and file loader class to the same person to avoid this confusion.

Elias Nemr – 961625

My job for implementing in CS230, A3, Artatawe project was to create the profile picture system/GUI. I had two requirements:

1. Default avatars for the users.
2. Custom Drawing with particle trace of circles and drawing straight lines.

To begin with, I started with a main GUI which the user could choose to change their profile picture on their “My Account” GUI. After opening the main Profile Picture GUI, you are allowed to choose between picking an avatar or creating your own custom drawing. If you click on the choose avatar button, you will get another scene which will display for you 6 default pictures (including the default one you get by creating your account) which then you will choose to set as profile. Otherwise if you choose to create a create a custom drawing you will have to go back to the Profile Picture GUI and choose custom drawing, which you’d be able to draw anything you like and after having saved that picture, it will automatically override your default avatar which you chose prior. It should do the same vice versa.

Furthermore, I also had to capture the features of our system once it was finished and I had a volunteer from my team, Cormac, help out with the voice over and the rest of the team collaborated with how we should layout the demo video. After we recorded all the features I had to edit out the videos and add subtitles to help understand better.

Some issues I came across while creating my GUI part of A3 was the saving and loading part of custom drawing. It worked just fine when we used the command line to run the program. However, when trying to use an IDE it would crash sometimes as it would not allow saving onto the “src” folder. I also had to do some extra research to figure out how to particle trace circularly rather than rectangularly.