Group G Design Document

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CMSC 495, Current Trends and Projects in Computer Science

1) **Event-trace diagram:**

Scenario 1: the user adds a person profile.

Scenario 2: the user adds an event to the application.

Scenario 3: the user edits an event within the application.

Scenario 4: the user adds a wish list to the application.

Scenario 5: the user displays a wish list within the application.

Scenario 6: the user deletes an event within the application

Scenario 7: the user displays a profile.

2) **Class Design:**

a. Input subsystem:

b. Add profile subsystem:

// This class will allow the user to add a new person // to their database

Class AddUser{

UserGui update;

String nameInfo;

JFrame main;

JPanel mainPanel;

JPanel panel1;

JPanel panel2;

JPanel panel3;

JTextField nameField;

static String info;

static JLabel intro;

JButton cancel, finish;

//Constructor

public AddUser(UserGui update){

1. Initializes a new user

// (Instantiates object)

}

// This section starts the GUI for adding a new // person

public void initiate(){

1.Create Panels for GUI framework

2.Creates Namefield for GUI framework

}

//This portion creates a new directory with text //files that represent the database to be used

public void addToDatabase(String name){

1. If (name is not empty){

Assign name to nameInfo

}

2. Prompt user to enter name of person.

3. Call to setText()

3. Create directory on C Drive

4. Create event.txt and wishList.txt and write to the *C:\\GroupGProject* directory

a. If (name already exist){

Display message to user “Person already exists.”

Call to setText()

}

b. Else (update item){

Call mkdir()

Call eventFile.createNewFile()

Call wishListFile.createNewFile()

Print name

}

}

//Returns the name of the new person

public String getName(){

1. Returns name

}

//Action listeners

public void actionPerformed(ActionEvent e){

1. If (getsource == finish){

Call to nameField.getText()

Call to addToDatabase()

}

2. If (getsource == cancel){

Call to main.dispose()

}

}

}

c. Add event subsystem:

d: Add wish list subsystem:

// This class is enable wish list to be added for each // individual’s database.

class AddToWishList {

JFrame main;

JPanel mainPanel;

JPanel panel1;

JPanel panel2;

JPanel panel3;

JPanel panel4;

JTextField item;

JLabel intro;

JButton cancel;

JButton finish;

String name;

//The constructor

public AddToWishList(String name){

1. Creates name

// (Instantiates object)

}

//This method will initiate the GUI

public void initiate(){

1. Creates Panels for GUI framework.

2. Creates label with the added name.

// “Add an item to the wish list for (name)”

2. Sets Visibility to “true”

}

// This method adds the information to a // specified users database

public void addToDatabase(String eventInformation){

1. Creates a String that is the path directory for the Wishlist.txt file.

2. Writes file path to the database

3. Prints Event Information.

}

public void actionPerformed(ActionEvent a){

1. If (getsource == finish){

Call to item.getText()

Call to addToDatabase()

Call to main.dispose()

}

2. If (getsource == cancel){

Call to main.dispose()

}

}

e: Edit event subsystem:

f: Delete event subsystem:

g: Display wish list subsystem:

h: Display profile subsystem: