Node.java

This class allows creation of a Node object. A Node object contains information such as text to be spoken, tags, more information regarding the tags (such as pause duration) and how nodes are linked together (parent nodes and child nodes). A combination of nodes based on their tags, text and how they are connected are a representation of a scenario, but not in a text file format.

FileGeneration.java

This class allows the creation of a FileGeneration object. After adding all the nodes representing a scenario to the FileGeneration object, there is a method that allows the generation of a text file representing the scenario. The method works by traversing the connected nodes, storing the text and appropriate tags based on each node’s content and writing to a file at the end.

FileGernationSimplified.java

This is a static class. Instead of using a FileGeneration object, creating all the nodes, adding the nodes to the FileGeneration object and et cetera to generate the text file, this class simplifies the process. The class, given the correct information, will create the nodes using Node constructor and automatically create a FileGeneration object, add the nodes and create the text file.