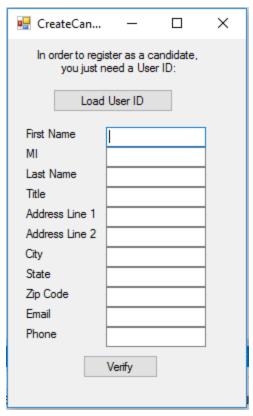
Introduction

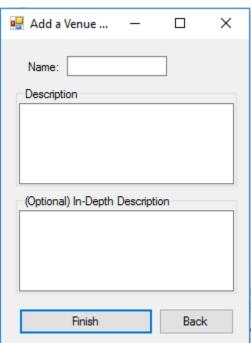
We are creating an app for a job fair. Our first task was to create some basic forms that could access the database our app interacts with. We have to provide forms that access certain tables: the Venues table, the People table, and the JobFairs table.

Description

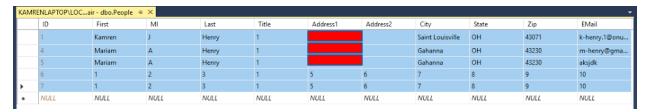
Our app has invisible objects that simply have public data members, representing one row in the table. All of ours, however, come with methods specialized for creating them from the database or adding them into the database, right from the object instead of the form. This is guaranteed with an interface that all of ours have. We could have made all of these methods independently in each class, but having them in an interface guarantees a standard template.

Many of our forms are basically shells for these objects; they might have other fields for binary tables but most of them simply enter data then send it to the database.





(Proof that our database was changed as a result of using the application – excuse the repetitive entries, that was left over from the debug step of development)



Conclusion

This took SO much more than initially thought. Databases are much more finicky than any of us were able to deal with – it was very much a group effort. Small features we tried to implement (such as reading back the ID of newly created entries) took up most of our efforts.