CSC231 Computer Science and Programming II

Post Turkey Day Lab

This lab actually is two separate labs, but each student only needs to complete one of them. If you are the person(s) that is completing the GUI for your class project, then complete Lab 7B. If you are not the person completing the GUI, then complete Lab A.

Lab A.

1. Review in Chapter 11 the description of how to design a class that handles reading and processing files and returning an array. Then review the sample classes, the Author File Reader and Tester classes, that were shared and reviewed in class on the same topic (This code is also on Blackboard in this week’s class folder as a zip file).

2. Speak to your team member that is on point for designing the GUI. Have they identified a class in their design that they expect to be handled as an input file in their process. If they have, use one of those classes as the class you will use in this lab example. If your project will not be using input files, then pick any class in your project for this lab.

3. Create a file that contains multiple records, where each record represents an instance of the class you have picked. Each record on the file should:

    - contain strings that represent the data to be stored as instance variables in that class.
    - the strings should be separated by commas,
    - remember that in the case of a subclass, make sure to include data to pass the constructor that represents ay superclass instance variables.

    For instance, if you have picked Jaycee member, then create a file where is record has all the parameter variables you would need to call the Jaycee member constructor. If Jaycee member is a subclass of the Person superclass, then the member constructor and each file record must also contain the data to support the call to the Person constructor.

4. Use my example and build a class that processes that file – reads it in, parses it and creates an ArrayList of objects that represents that file. Make sure to build a tester that calls the class and process the Arraylist that comes back. Include any Exception Handling required to try and catch errors.

5. Combine your sample file and code (including tester) in a zip file and attach it to this assignment.

Lab B

1. Design your GUI interface for all screens that you will be presenting to user.
2. Build Pseudocode that identifies the steps that your GUI class will perform, including:

    a. A method call to any input files readers that need to processed
    b. A method to build each screen in the application
    c. The event handler step for each button on each screen

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3. Build your screen layouts (it may be easier to take my layouts and edit them)

4. Start building your event handlers.

a. Start small by starting with the menu screen and return to the menu events.
b. Branch out to complete some of the display and update paths.
c. Build your array mapper classes to display rows on the screen.

5. Zip your pseudocode and java code (all classes) and submit with your assignment.

CSC231 Post Turkey Day Lab

Name: Anthony DeDominic Date: 11/29/15

Team ID: Team 5

1. Who is doing the GUI for your project? Anthony DeDominic

2. Which classes, if any, have your project team decided to input as files? ??? RESTful interface

3. What was the most difficult part of this assignment? N/A

4. Provide any additional feedback on the lab.

OTHER

for GUI specific objects

I recommend looking at package: edu.easternct.csc232.nationalparks.view.controller

I also recommend you see src/main/resource/templates for all the html.
All the html should viewable in a browser however the partials will not load
I attached images to give an example of what they should look like for the most part.