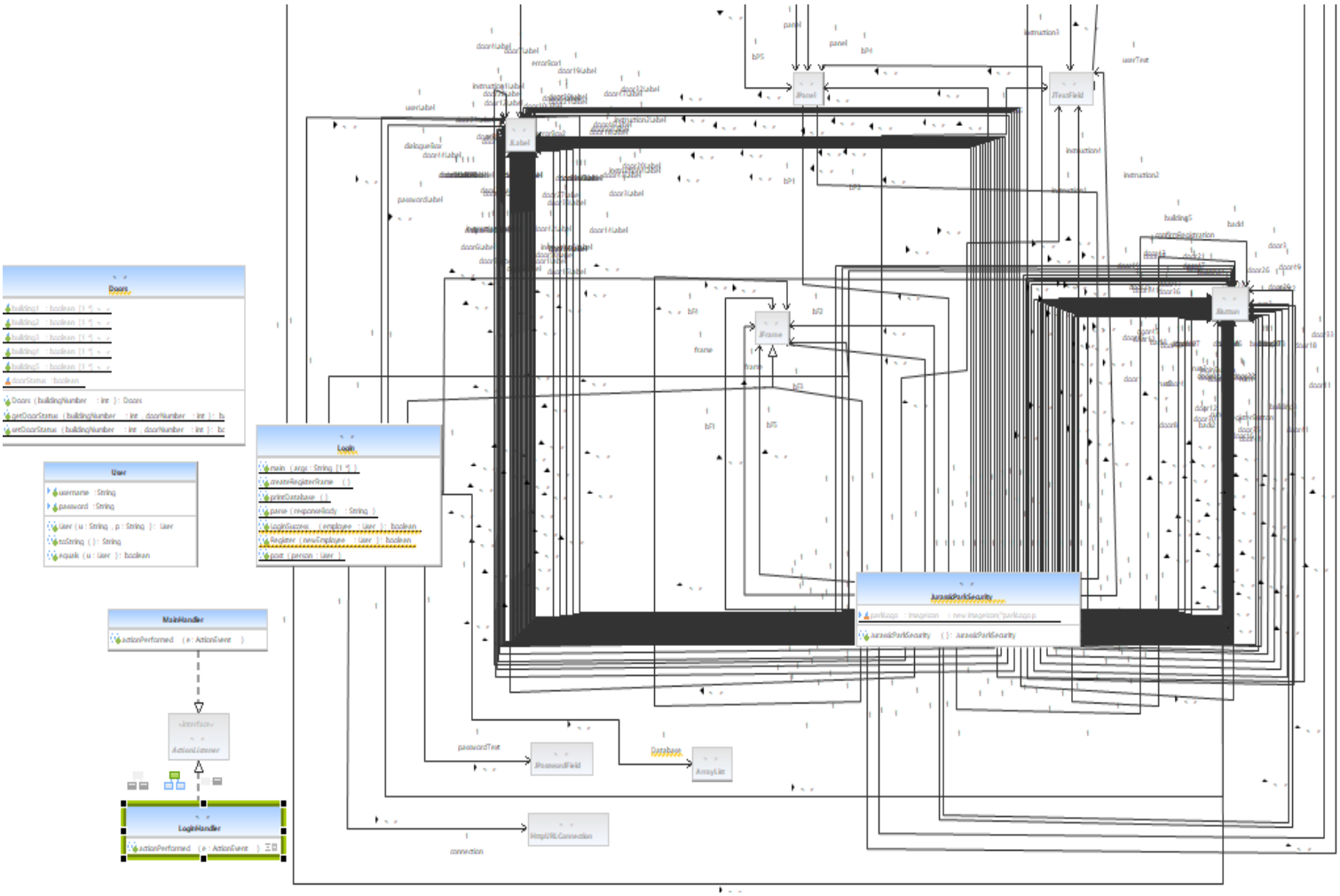
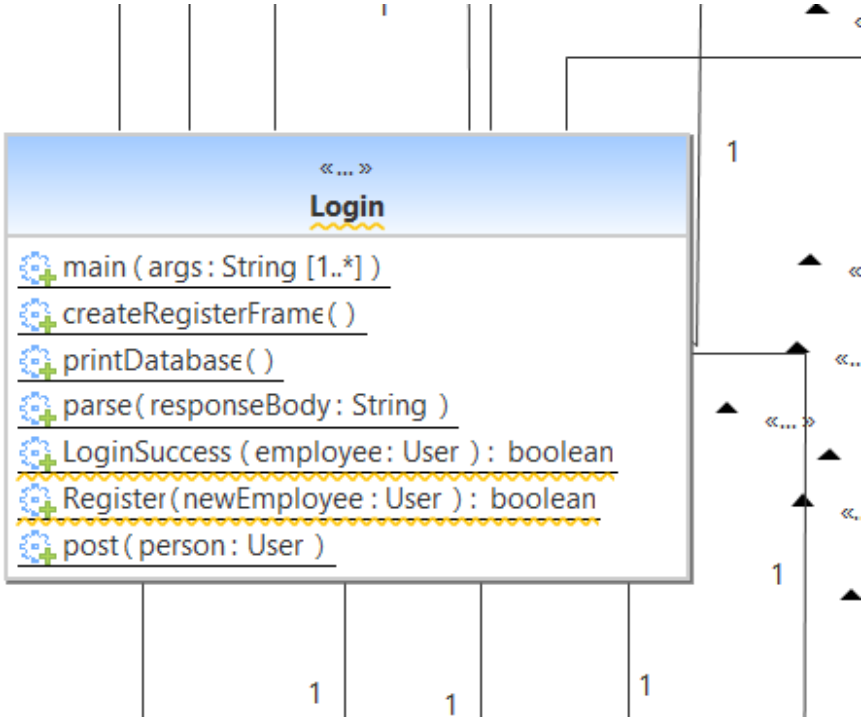
UML Diagrams

The UML Diagram is highly complex because of so many door variables and door labels, therefore, multiple pictures were created to show the Diagrams thoroughly.

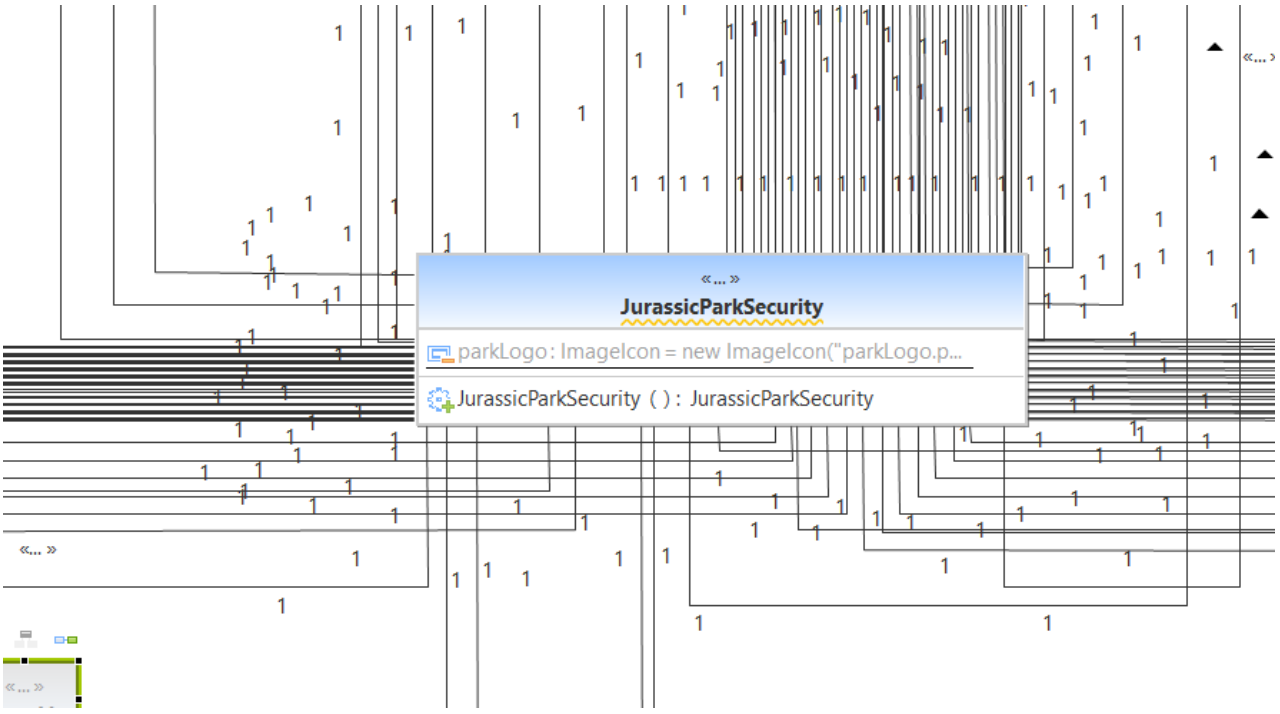
Full Program:



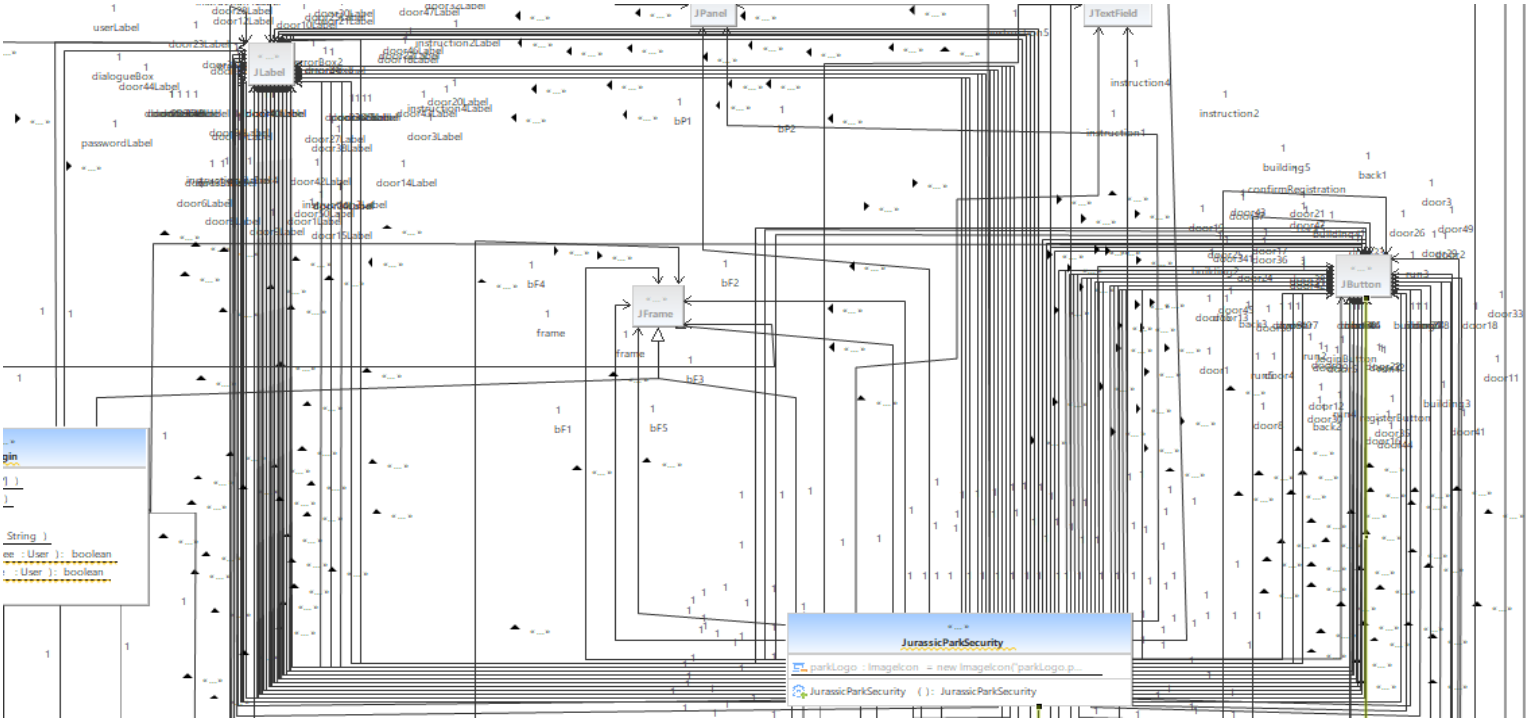
Login Class Zoomed in:



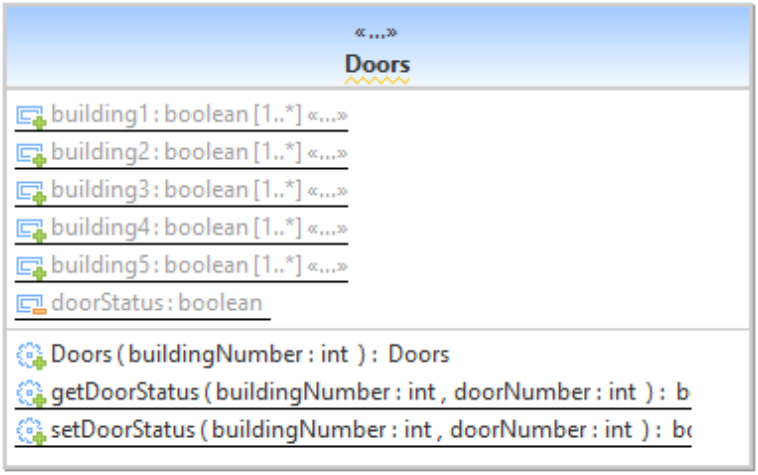
Jurassic Park Security Class Zoomed in:

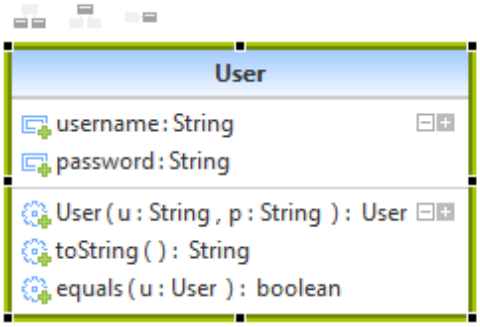


Jurassic Park Security Class and related JButtons, JPanels, JFrames and JLabels:

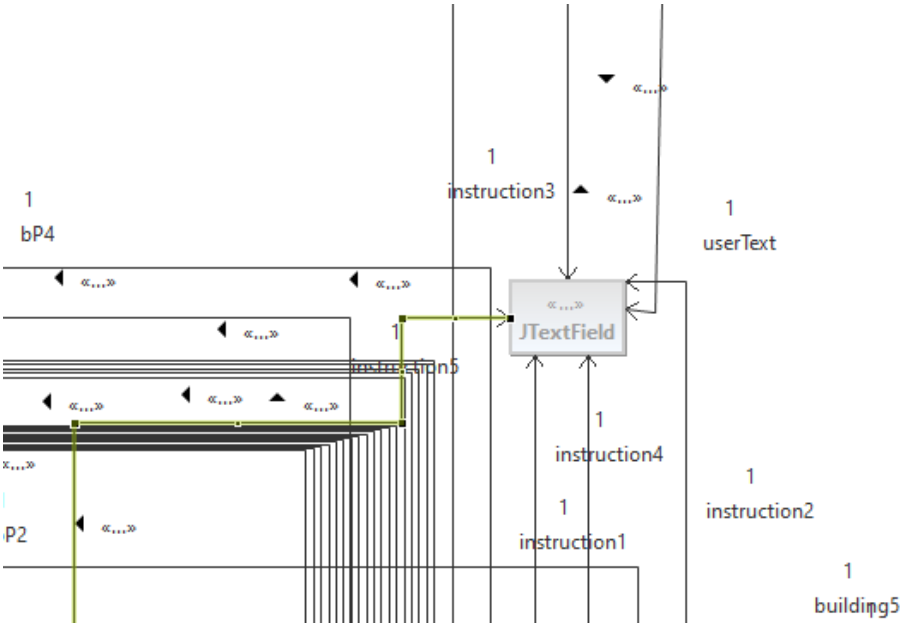


Doors and User Class:

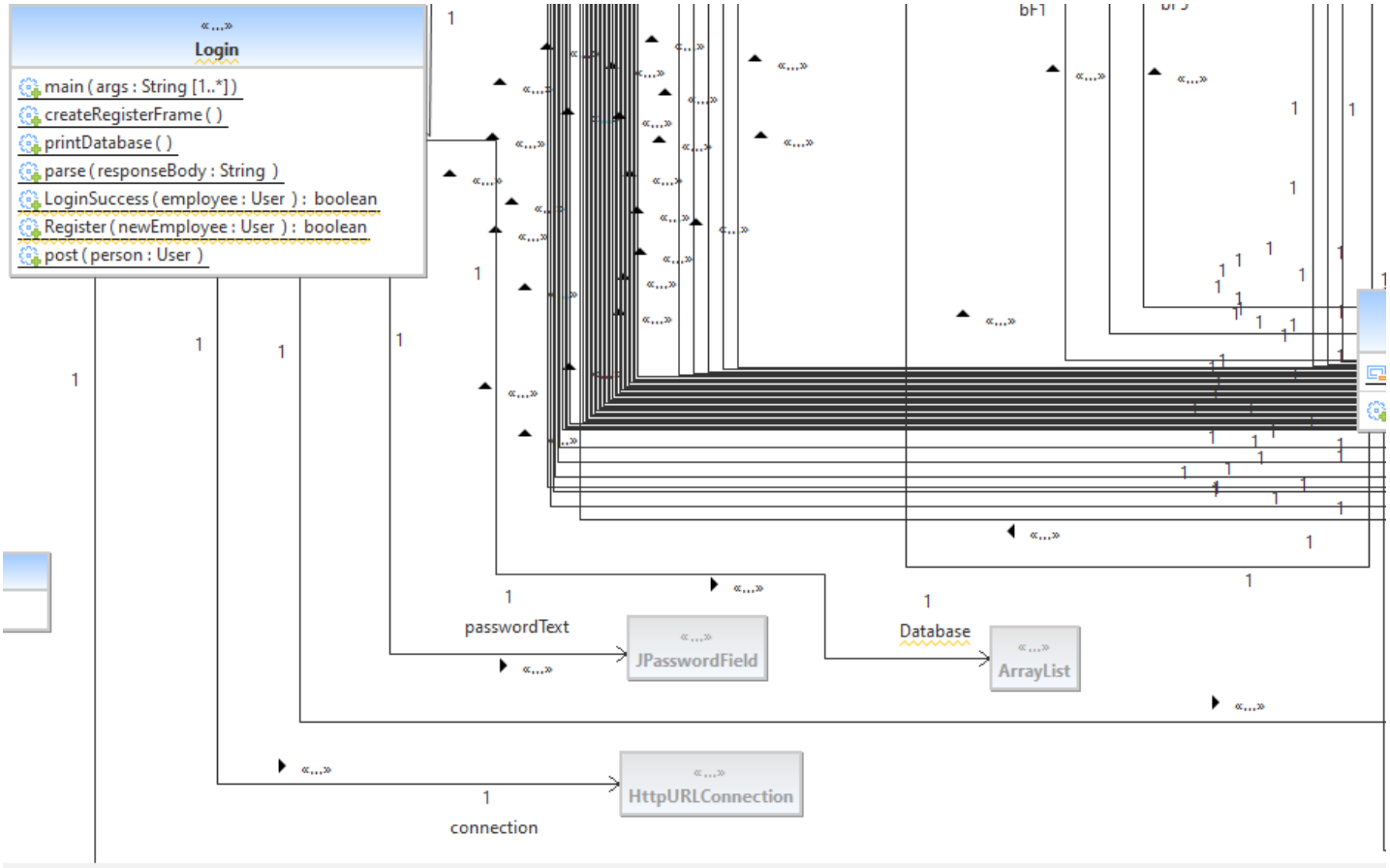




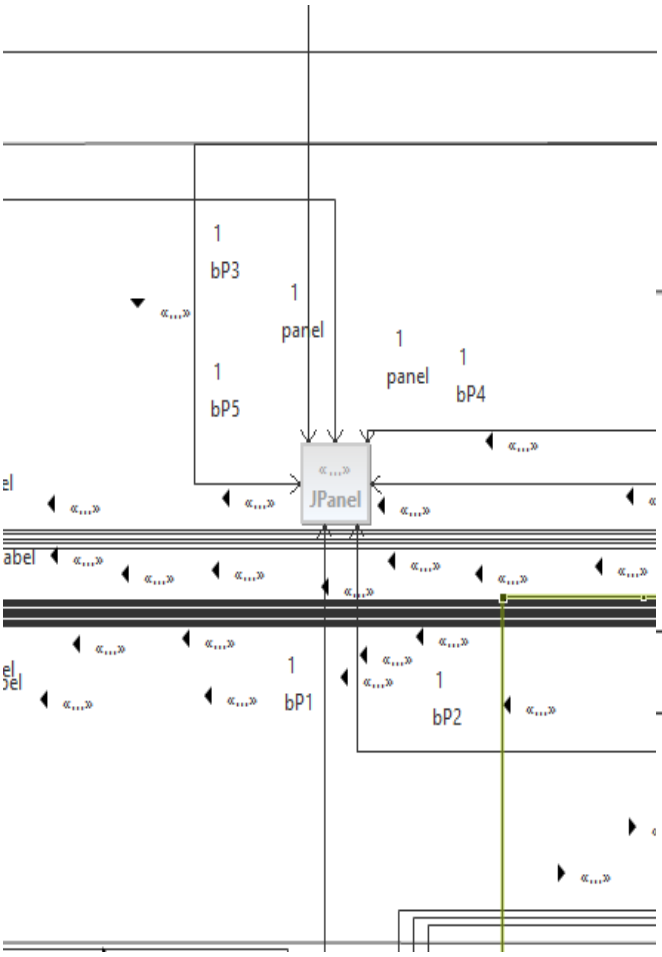
JTextFields



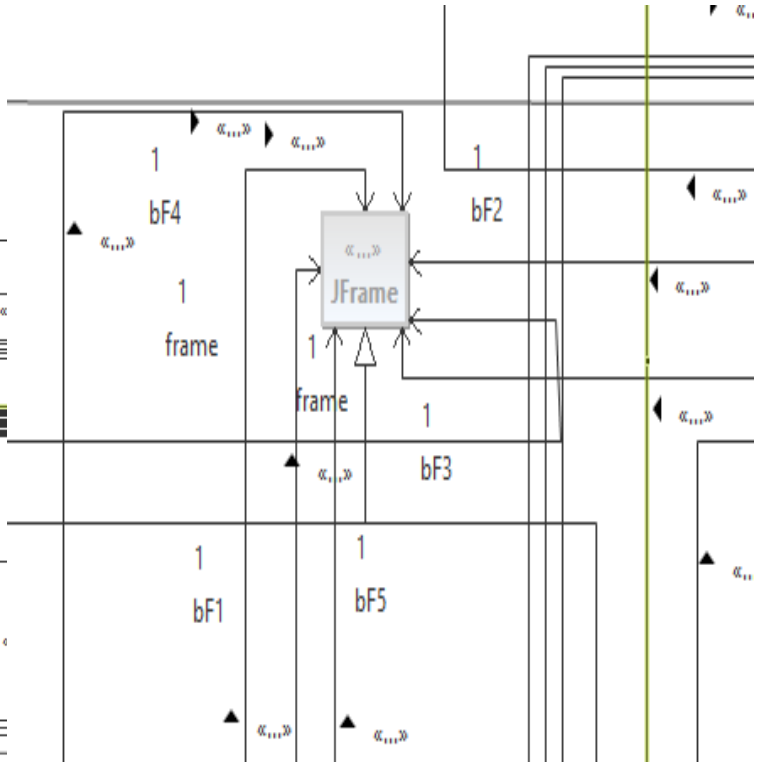
JPasswordFields, Array List, HTTPConnection:



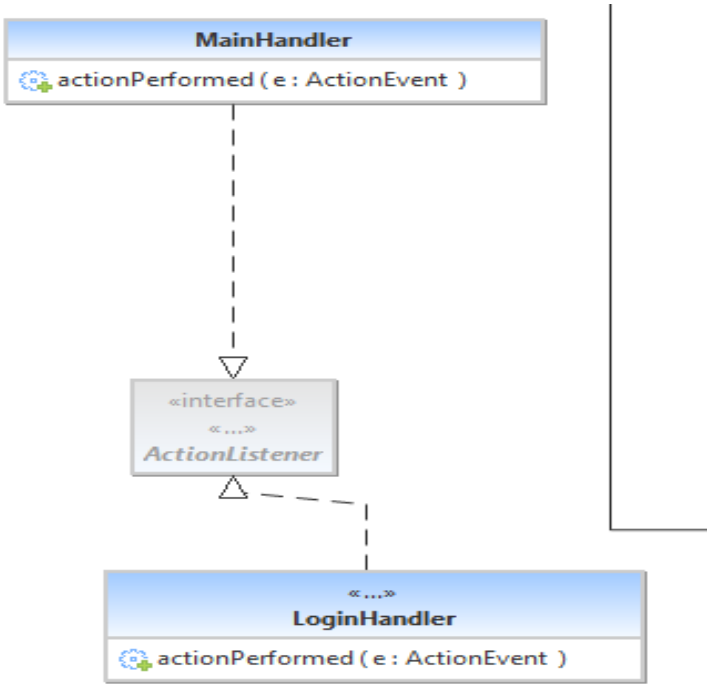
JPanels:



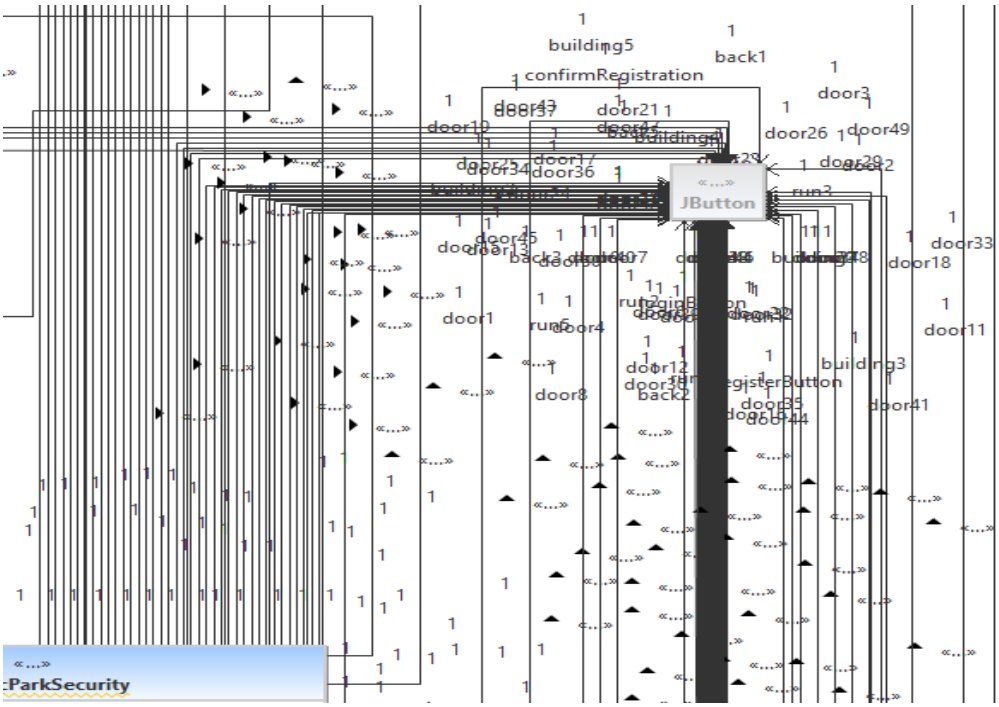
JFrames:



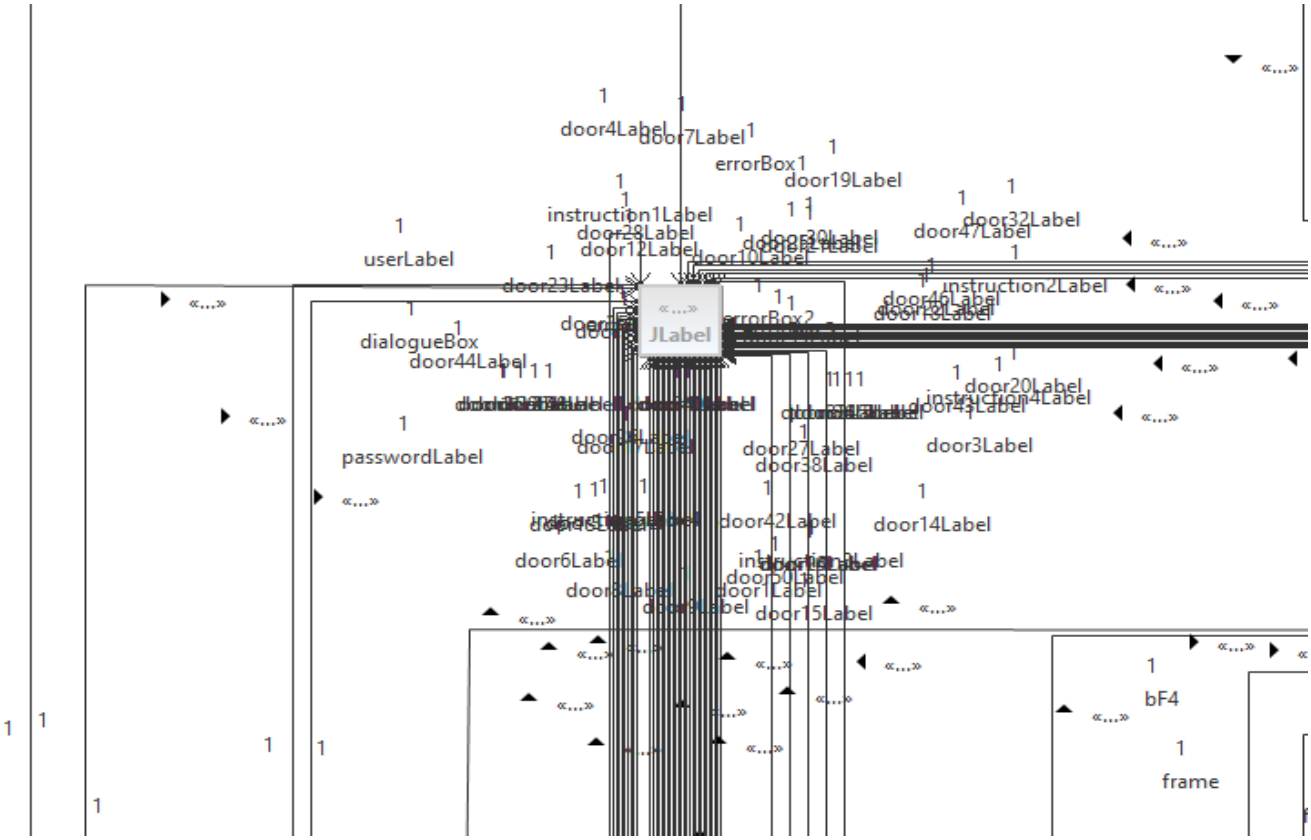
ActionListeners and Handlers:



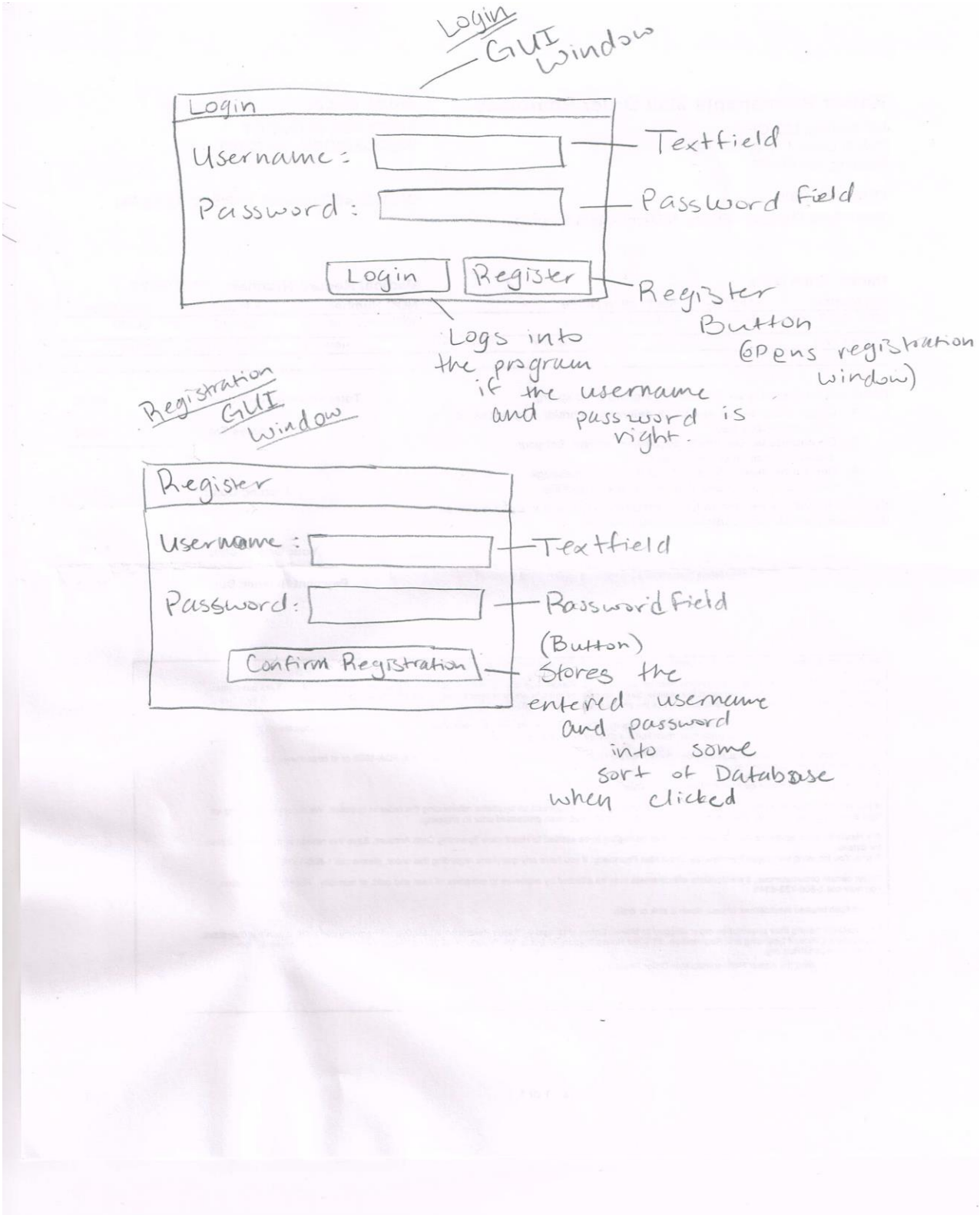
JButtons: 50 doorButtons + any other sort of buttons like buildings and go back buttons or Lock/Unlock buttons



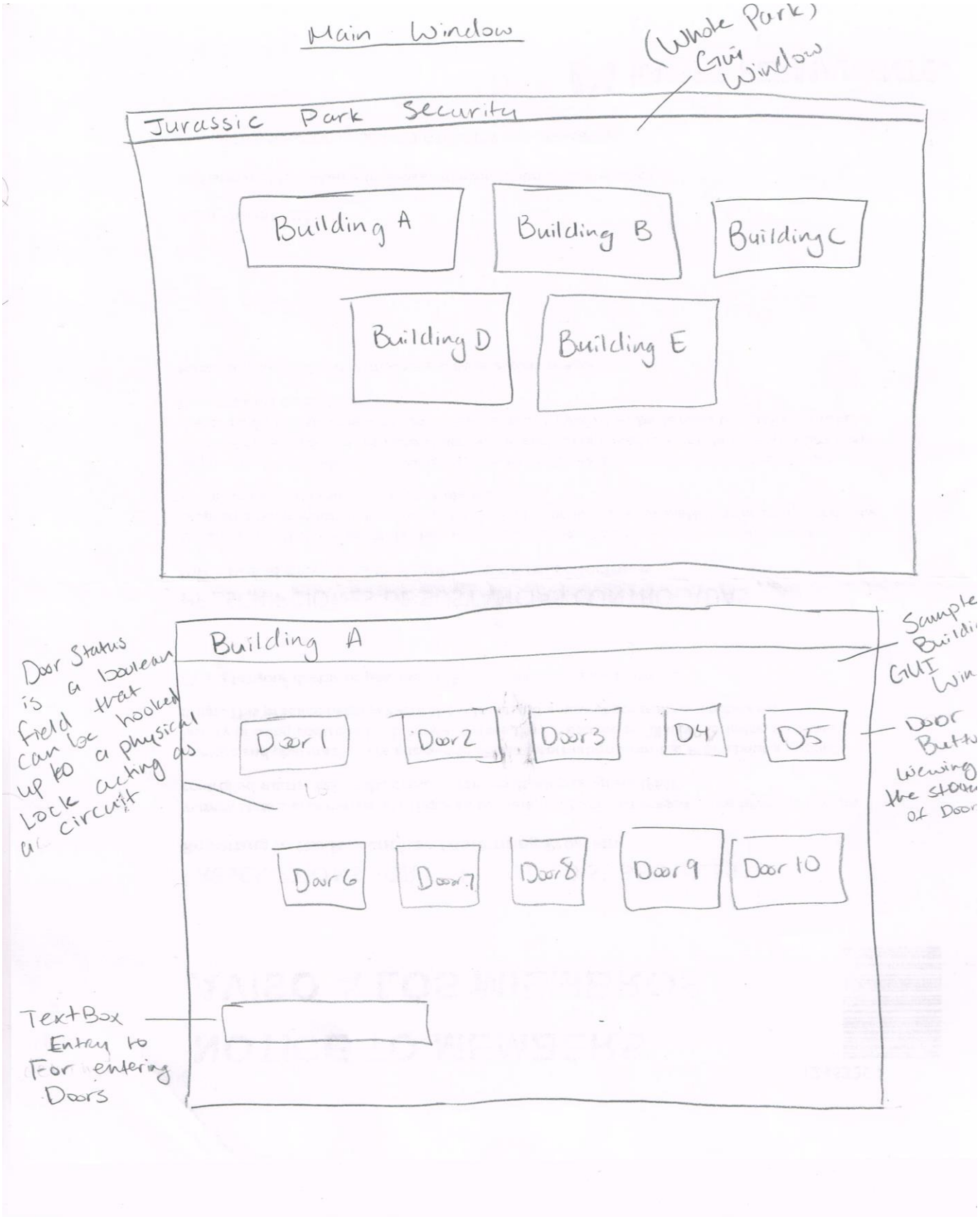
JLabels: 50 doorLabels + any error messages etc.



Login & Registration Prototype:



Prototype of Main Window



Test Plan:

Task	What it should Do	Defining Success
Open Application	Login gui window opens	Successful only if opened
Click register	New Registration GUI Window Opens	Successful if login window is closed and registration window is open
Confirm Registration	When the button is clicked, the program should add the entered username and password inside the database	Successful only if the username and password are added to the google sheets
Login	When the button is clicked, it takes the entered username and password and checks to see if the database contains the same username with the related password	Successful only if the username and password match one in the database. If they do match, the user should be allowed into the main system and if not, then an error message is displayed
Different Building Buttons Clicked	When a building button is clicked, it hides all the buildings and shows the doors of that building with their status available.	Successful if the Doors and building are seen inside the GUI window
Go Back Button	When clicked, it should exist out of the specific	Successful only if the back button hides the

	building and go back to all of the buildings in the park	doors and reveals the buildings
Textbox Input	A textbox entry system is implemented inside each building to lock and unlock specific doors according to the specific instructions.	Successful only if the entered input correlates with a door variable and changes the status of the door variable. And print an error if the door is not relevant to the building or if the user enters some random text.
Reset Password	If the user forgets their password, they should be able to reset only their password while keeping username and badge number the same	Successful only if the user it able to successful reset its password while keeping the badge number that was assigned by the company
GUI	When the application is started, it runs a gui window that is easy to use	Only successful if there is a GUI Window for the user and no code is visible to the User.

Word Count: 428