CAB302 Detailed Design

Group_of_Four_30
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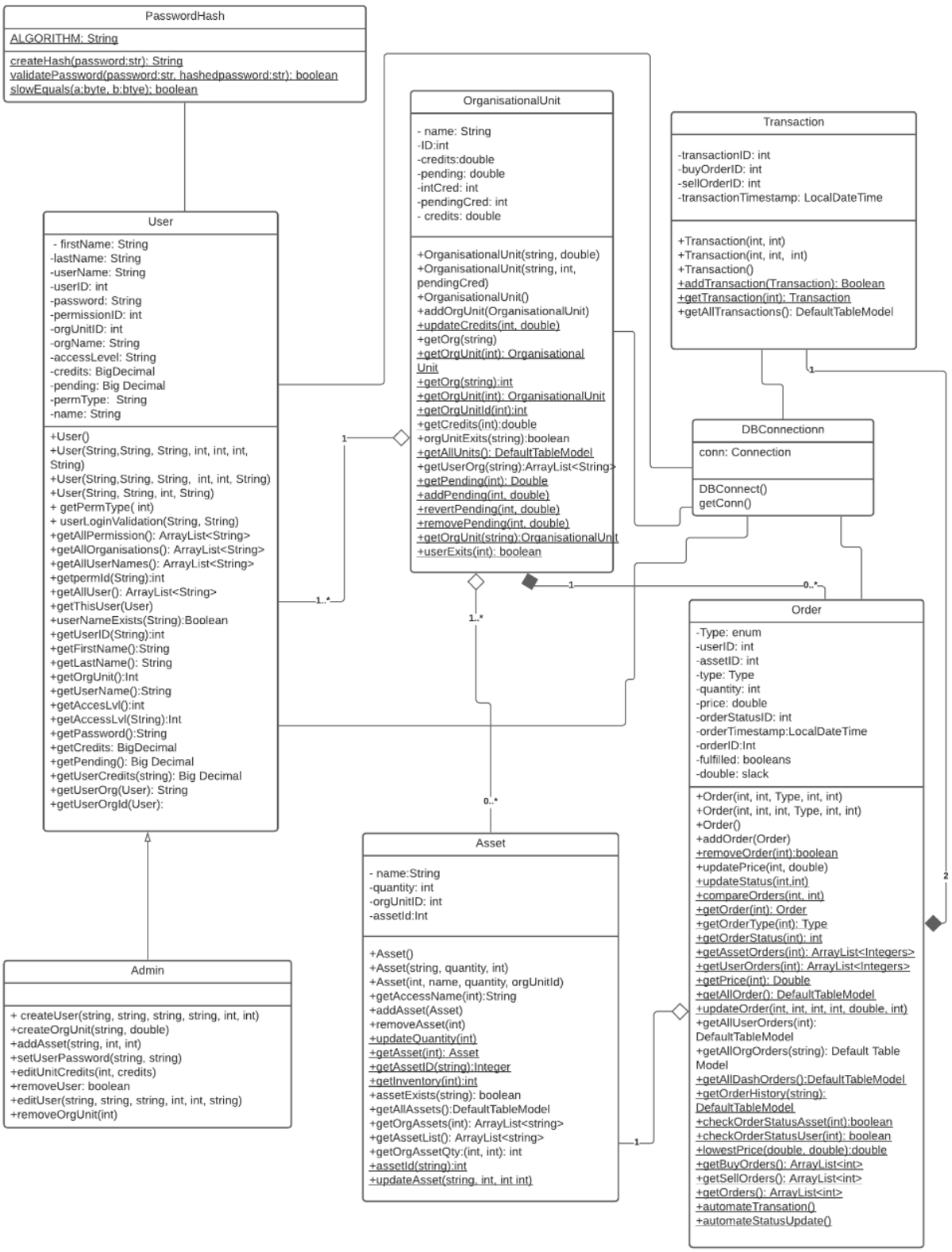
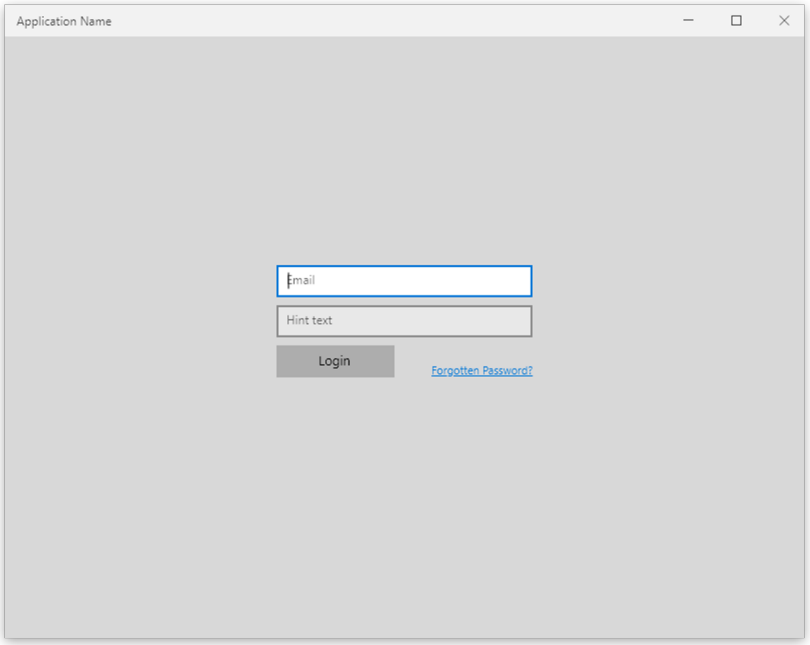
Designs of the (public) Java Classes

The javaDoc can be found with the path:
CAB302_MajorProject_GroupOfFour_030\javaDoc\index.html

Class Interactions UML Diagram



GUI Design Forms



Login Page
This is an example of the Login Page. This is the first page the user is confronted with when starting the app. The structure is as it appears here, a centered form for the user to fill out. Upon successfully entering a valid user and password the user is navigated to Home page

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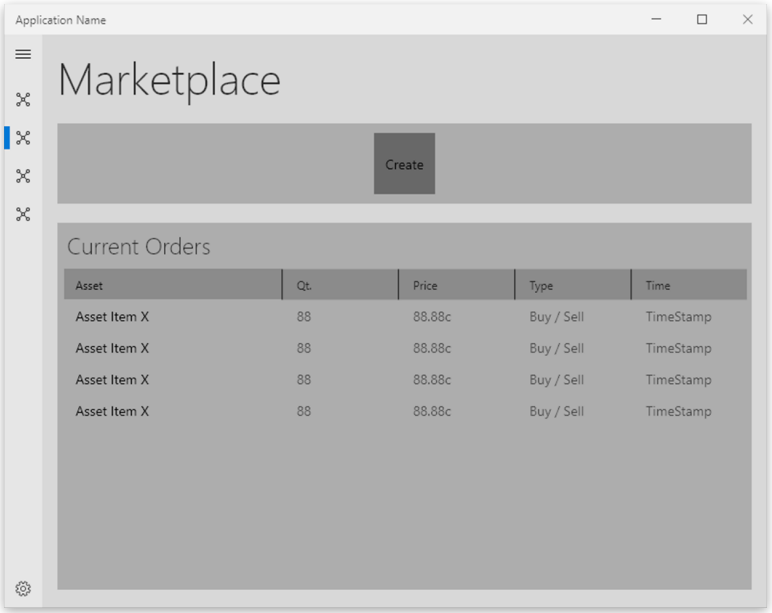
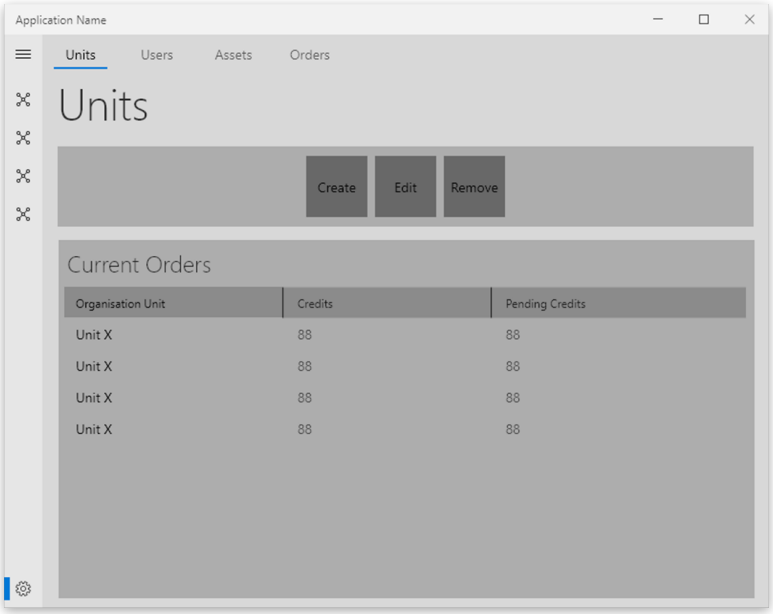
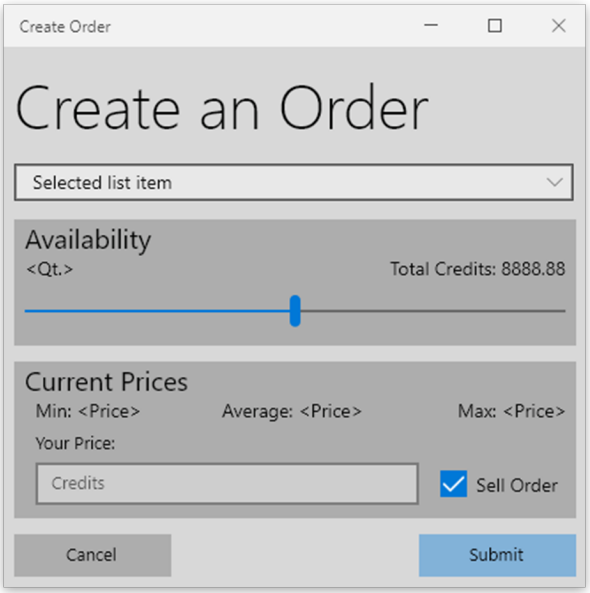
Home Page
This is an example of the Home Page. This page is selected from the side navigation bar and is also the default starting page when a user logs in. The structure is as it appears there, a flow layout that contains a heading at the top with the unit's credits details below, with a table that displays the relevant data and controls to see the unit's transaction history or to create an order.



Marketplace Page
This is an example of the Marketplace Page. This is selected from the side navigation bar. The structure is as it appears there, a flow layout that contains a heading at the top with controls below and table that displays the relevant data.



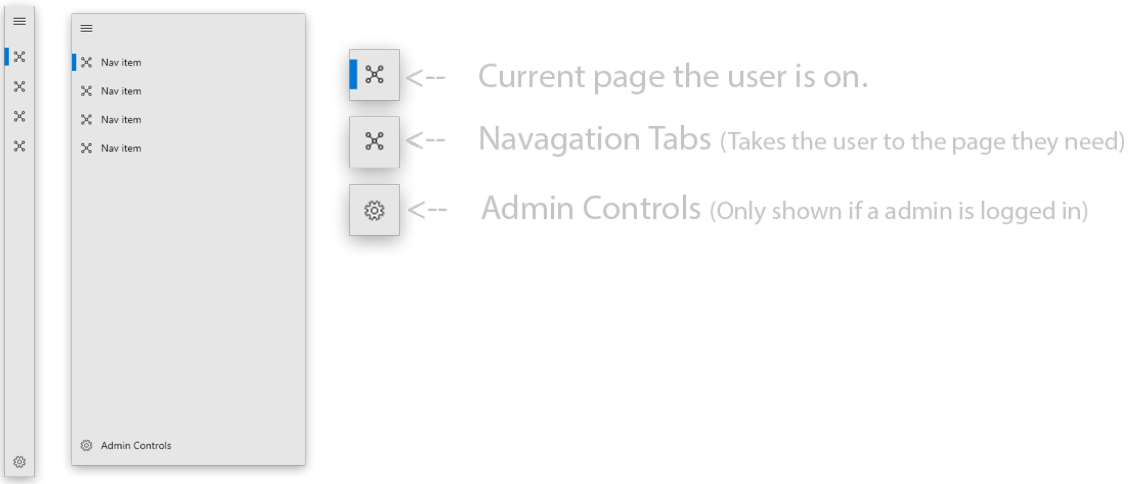
Admin Page
This is the admin page, it is a tabbed pane that has different tabs the user can select. This page is navigated to via the navigation bar. This is an example of a tab with in the Admin page. Each tab's content will very depending on the use case but the structure is as apperiers here, a flow layout that contains a heading at the top, with controls at below that with a table that displays the relevant data. To edit or remove a element in the table the user must select that element and then click one of the controls above the table. Upon doing that the user is given a User Input Form to use.



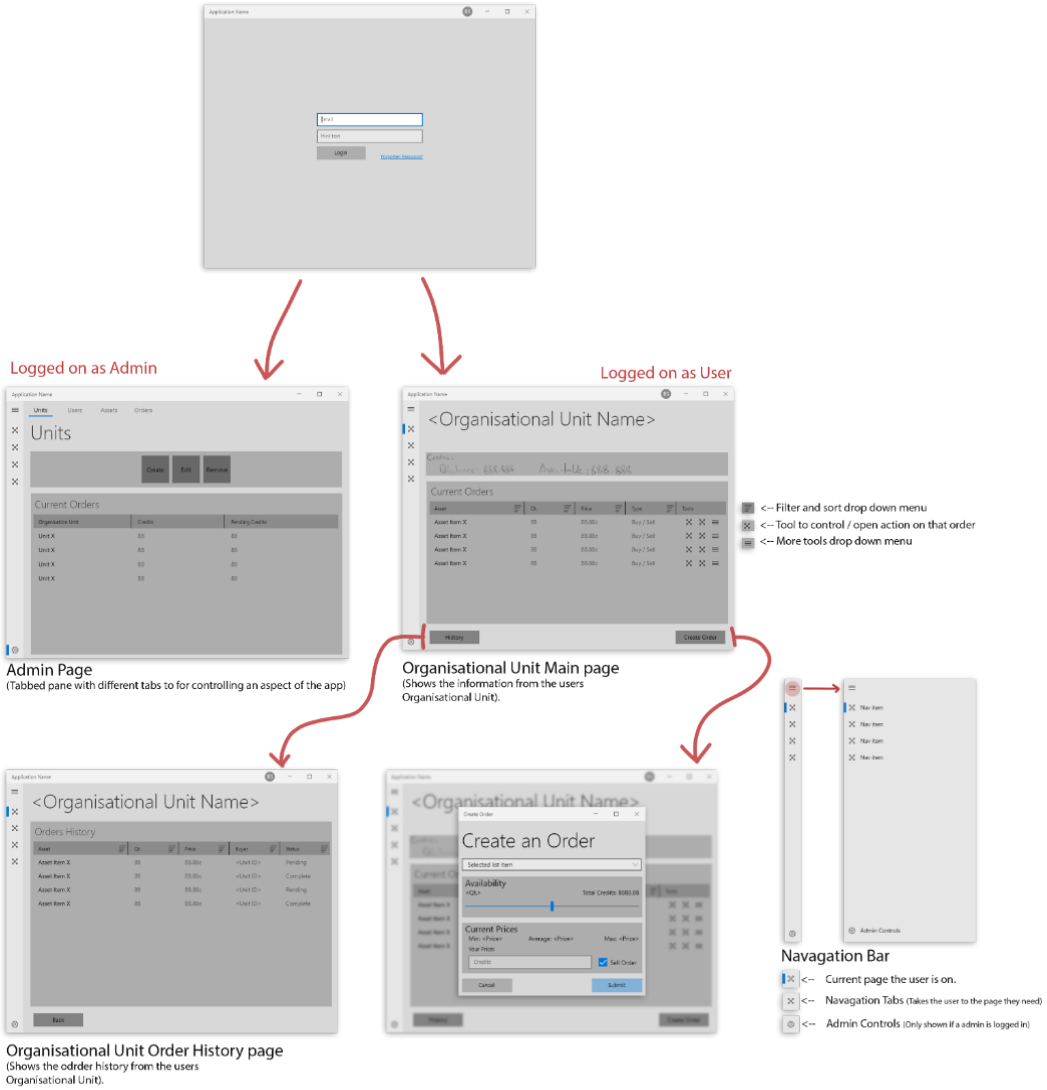
User Input Forms

This is an example of a user input form. This frame appears over the top of the main application. Each form's content will vary depending on the use case but the structure is as it appears here, a flow layout that contains a heading at the top controls at the bottom with the form elements padding between these. Upon user successfully entering data into the form and hitting the submit button this frame will be disposed of and control returned to the main application.

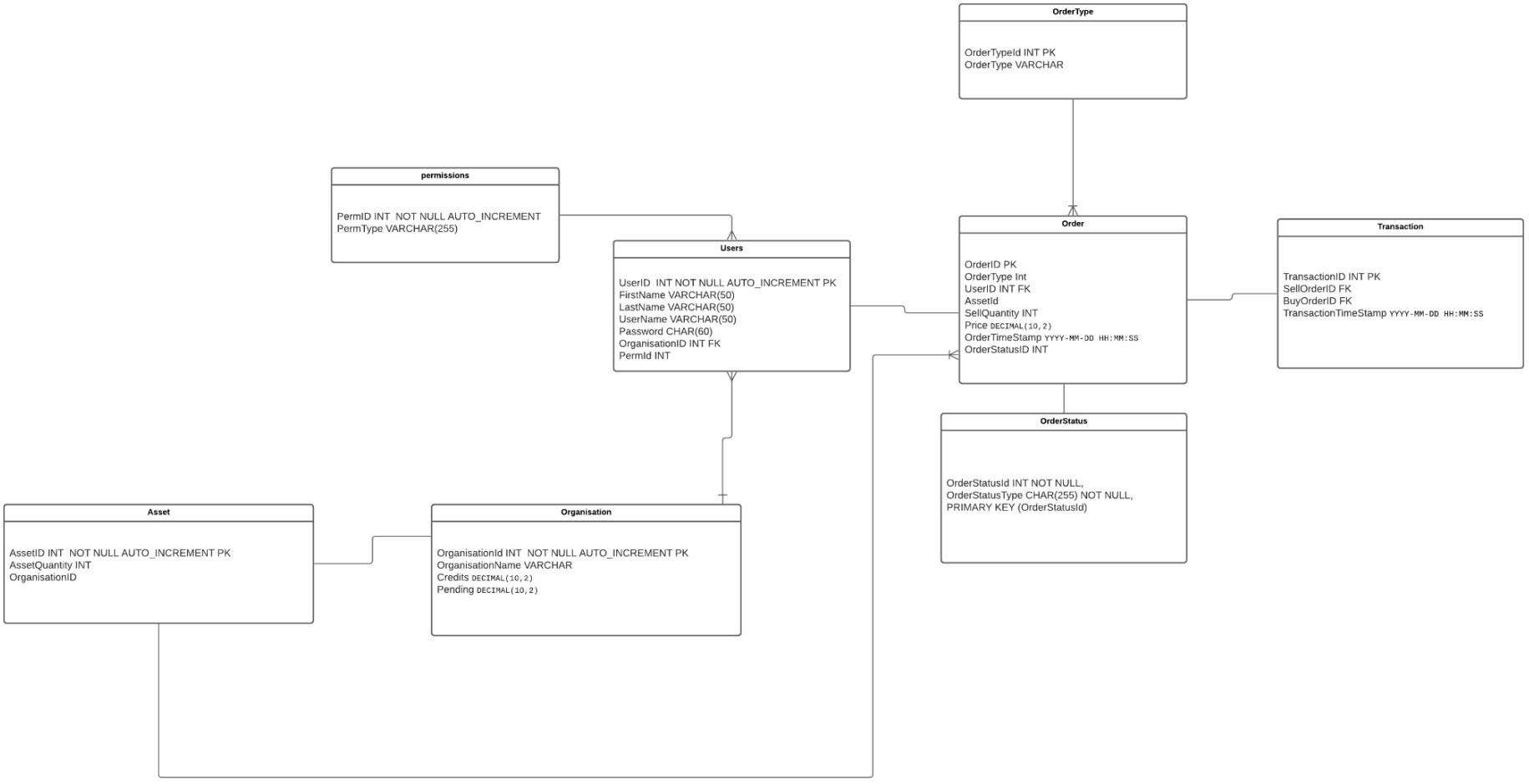
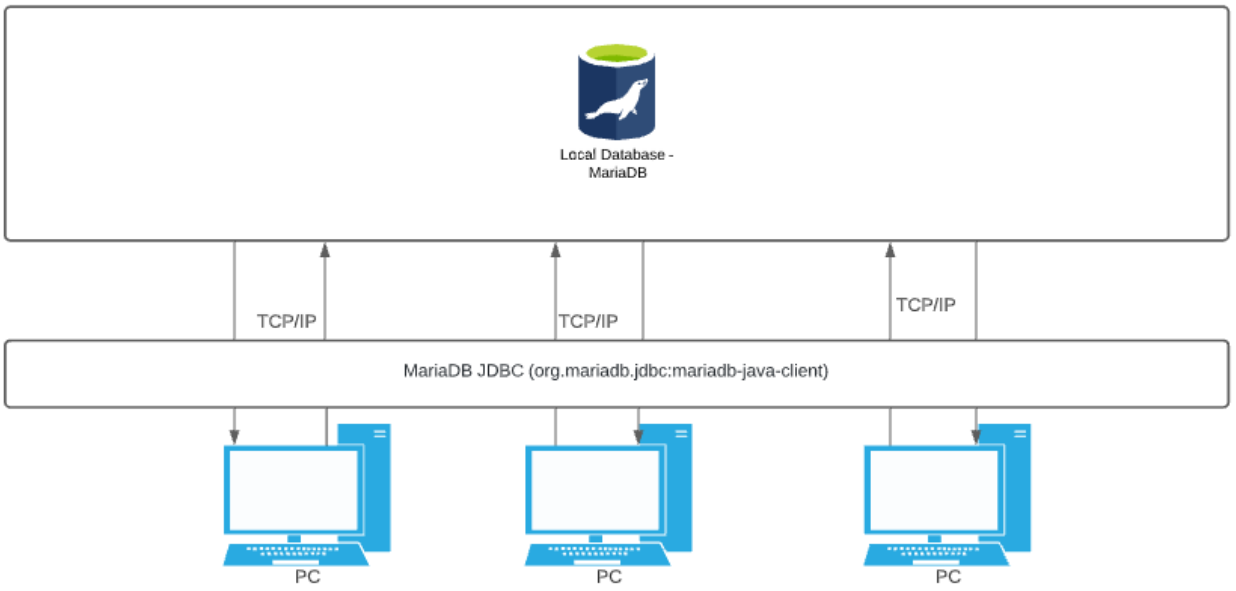
Navigation Bar



GUI Flow Map


Logged on as Admin
Logged on as User
Units
<Organisational Unit Name>
Current Orders
<-- Filter and sort drop down menu
<-- Tool to control / open action on that order
<-- More tools drop down menu
Admin Page
(Tabbed pane with different tabs to for controlling an aspect of the app)
Organisational Unit Main page
(Shows the information from the users
Organisational Unit).
<Organisational Unit Name>
Orders History
Create an Order
Availability
Current Prices
Navagation Bar
<-- Current page the user is on.
<-- Navagation Tabs (Takes the user to the page they need)
<-- Admin Controls (Only shown if a admin is logged in)
Organisational Unit Order History page
(Shows the odrder history from the users
Organisational Unit).

Database Schema



Network Protocol Design