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COP 4027

User’s Manual

* Submission includes
  + chunga.zip
    - chunga
      * chungaClient
        + MusicClient.java
        + SystemInfo.java
      * chungaServer
        + DBCreator.java
        + MusicRequest.java
        + MusicServer.java
        + SimpleDataSource.java
      * chungaUsersManualP5.docx
      * chungaUMLP5.jpg
* Running and operating the program
  + First, run the server by right clicking on the folder, “chungaServer.” One of the options that appears after right clicking is an option that says, “Run as.” Hover over that option and more options will show up. One will say “Run as Java Application.” Select that and pin the console. The server console will show “Waiting for clients to connect.”
  + Next, run the client by right clicking on the folder, “chungaServer.” Follow the same steps as the Server and run the Client as a Java Application. But this time, you add a new console and pin it so you have 2 consoles to see both the client and the server.
  + A window will show up that displays the choices for the type of instrument the user is looking for. There is the instrument, brand, maximum cost, and warehouse location. Initially, the choices are shown as “all” as default for the type of instrument, brand, and warehouse location. The cost is a field for the user to enter a maximum cost. Changing the type of instrument will affect the choices displayed for the brand. For example, selecting “guitar” from the options will display only the brands that makes the guitar, which is Yamaha and Gibson. There is also an “all” choice in the brands’ list of options. Choosing this will only display the list of all guitar brands, which are Yamaha and Gibson.
  + Once the user knows which choice to select for all the options, the user can press the button, “Submit Request”. Choosing this will connect the client to the server, thus showing “Client is initialized” on the client console. It will also show a statement of the parameters that will be sent to the server based on the user’s choices.
  + On the server side, because the client selected the “Submit Request” button, the client will connect to the server, thus showing “Client connected” on the server console. The server will also display “Getting request from Client” on the server console to signal that information has been sent to the Server. The server will display parameters that the user has chosen along with what SQL query to send to the database to execute.
  + After the server sends the SQL query to the database, the database will execute the query and send the results back to the server. The server console then prints out the results and sends this to the client.
  + The client then retrieves the results from the server and displays the results in a dialog box. The results shown are the instrument type, brand, cost, and location that corresponds with the choices that the user chose, along with extra information such as the inventory.
  + This goes on until the client quits, which is by clicking the red x on the window in the lookup menu.
* Expected output:
  + Users will select the instrument, brand, maximum cost, and warehouse location of their choice.
  + This information is sent to the server and the server sends this to the database and ultimately, the database will send back the correct results to the server and the server will send back the correct output the client to display in a dialog box.
  + This can keep going until the user quits.
* Problem encountered:
  + A screenshot of a music instrument lookup

    Description automatically generatedA red text on a white background

    Description automatically generatedI always receive this red text(pictures below) when I run the program and receive random characters as the output, but I printed the results to the console so I will know that I displayed the correct information. (This issue has happened since Project 2, but we can’t fix it).