Documentation
Java and Software Final Project

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Use Cases
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Vision Statement

The goal of this project is to create a schedule-maker that can be used in a restruant or retail store to help the managers of the store create weekly schedules for their employees. The goal is not to create a schedule, but to design an interface that has access to a databse of current employees that will be able to interact with the manager as he/she creates the weekly schedule, or updates an exisiting schedule. The schedule-maker will provide the manager with lists of employee names and their ID number for each day, allowing the manager to easily select employees to work on every day of the week. After assisting the manager in creating or updating a schedule, this software application will send the schedule to a CSV file so that the manager can access it easily, and print it easily.

Requirements

1. Access a database of current employees
2. Provide options to create a schedule
3. Provide option to update an existing schedule
4. Send schedule to CSV file
5. Display all employees in the system

Business Rules

1. There must be at least 3 employees working on every day of the week
2. The Schedule will be read from and written to CSV files only
3. No more than 5 employees can work on one day of the week

Use Case 1: Loading Data

1. System provides user with option to "Load test data" of employees
2. User selects option
3. System loads the employee data

Use Case 2: Loading Data from CSV

1. System provides option to load new employee data from CSV
2. User selects option
3. System prompts user to input the name of the CSV file
4. User inputs file name
5. System opens that CSV file and loads the data

   Alternative Paths:

   5* CSV file does not exist

   5.1 System informs user that file was invalid

   5.2 System provides option to load CSV file again

Use Case 3: Loading Data from SQL

1. System provides user with option to load data from SQL database
2. User selects option
3. System loads data from SQL

Use Case 4: Displaying all Employees

1. System provides user with option to display all employees in the database
2. User selects option
3. System displays chart of all emloyees and when they are available

Use Case 5: Creating a Schedule

1. System provides user with option to create a schedule
2. User selects option
3. System automatically starts with Sunday. System provides user with a list of employee names and ID numbers that are avalaible to work on current day.
4. System asks user to select and enter 3 employee ID numbers to fill that day. (System will not allow user to continue to the next day without selecting at leaset 3.)
5. User selects and enters at least 3 employee ID numbers into the system.
6. When 3 have been entered, user now has the option to continue to the next day.
7. User selects option to continue.
8. System then repeats this same process for Tuesday-Saturday.
9. After each day is filled, the system asks the user to enter a name for the CSV file that the schedule will be printed to
10. User enters a name for their CSV file
11. System creates CSV file and writes data to it
12. System returns to main menu

    Alternative Paths:

    3. *No employees are avalaible to work on current

    3.1 System informs user that no employees can work on that day and asks user if he/she would like to continue to Tuesday or quit the process

    3.1.A User selects the option to continue making the schedule and the system continues normally

    3.1.B User selects the option to quit the process and the system returns to the main menu

Use Case 6: Adding an Employee to the Schedule

1. System provides user with option to update existing schedule
2. User selects option
3. System asks user to enter the title of the CSV file that he/she want to update
4. User enters the CSV file name

5. Staring with Sunday, system provides user with a list of employee names and ID numbers that are avalaible to work on current day.
6. User can select an employee to add to that day, or select an option "next" that will take him/her to the next day.
7. Process repeats for days Monday-Saturday
8. System asks user to enter a title for the newly updated CSV file
9. User enters title
10. System creates new CSV file
11. System returns to main menu

    Alternative Paths:

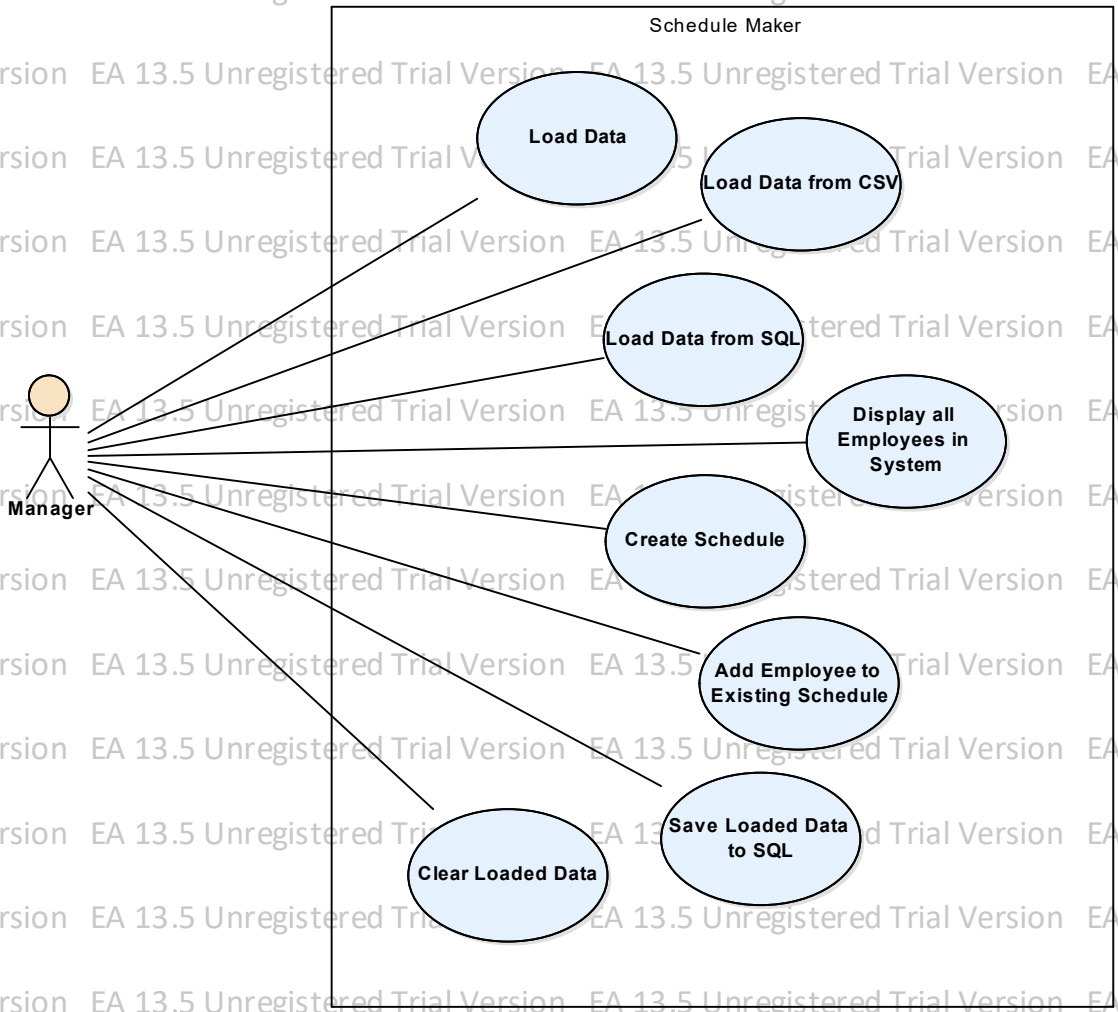
Use Case 7: Saving Loaded Data to SQL

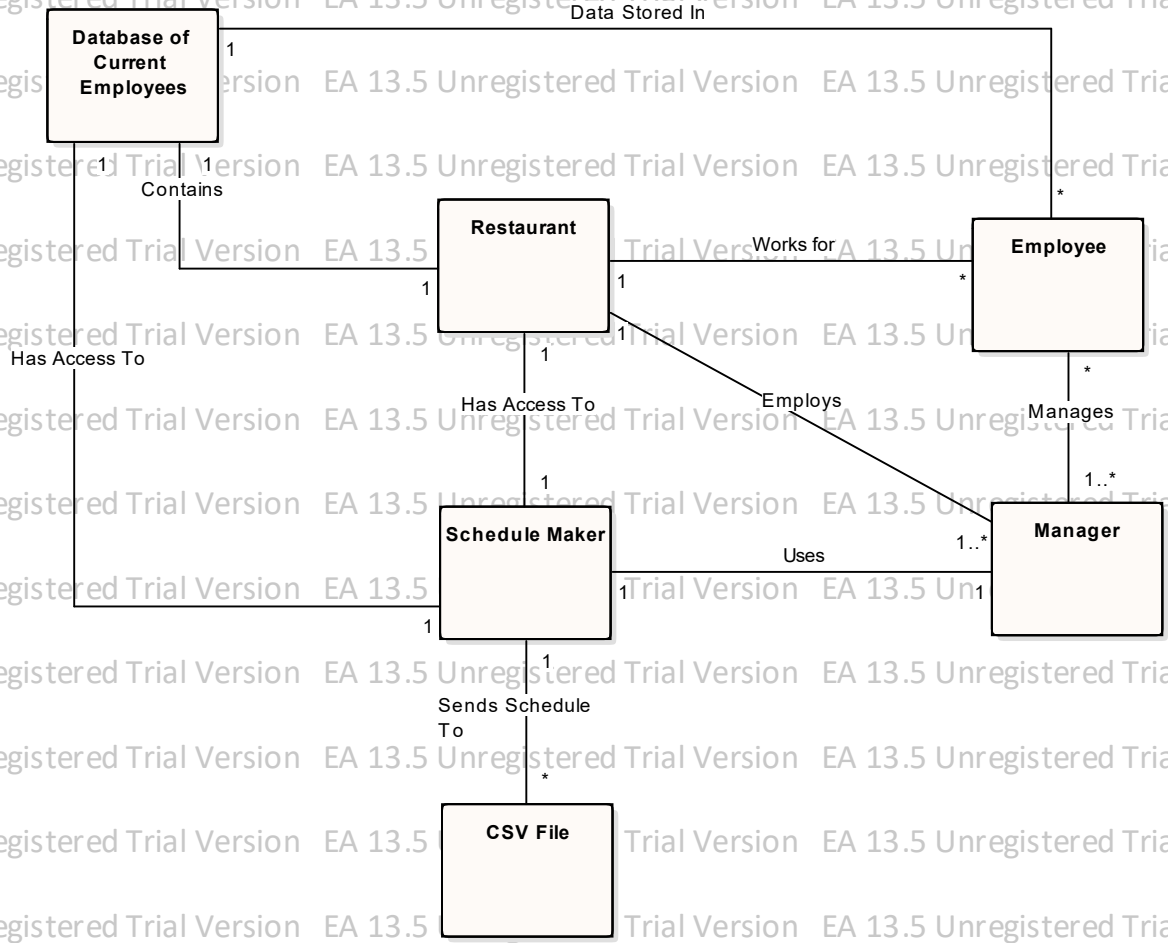
1. System provides user with option to "save data"
2. User selects option
3. System saves data to the SQL database

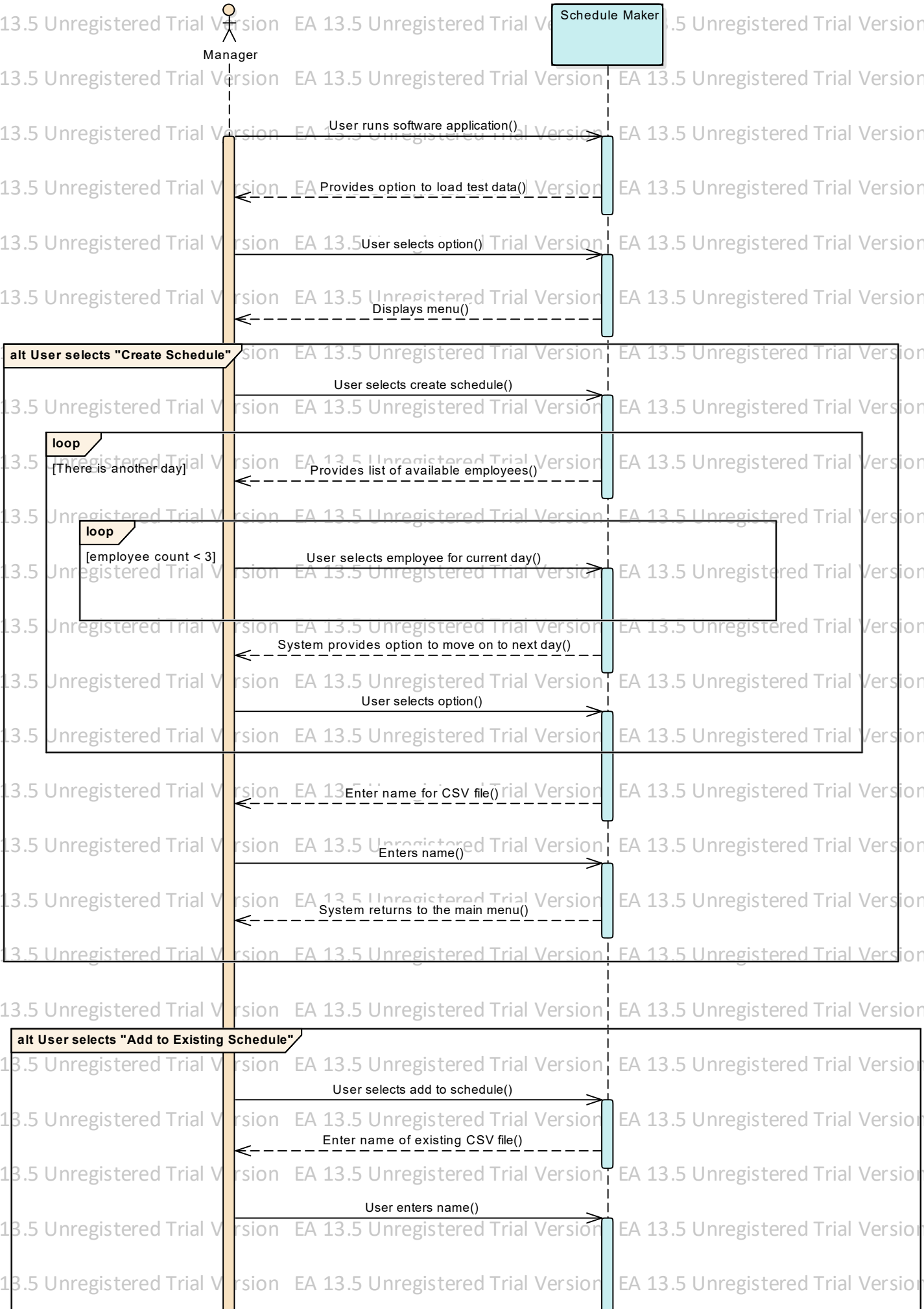
   (Additional Note: This assigns employees an ID number! Prior to saving to the SQL database, all employee ID numbers are zero.)

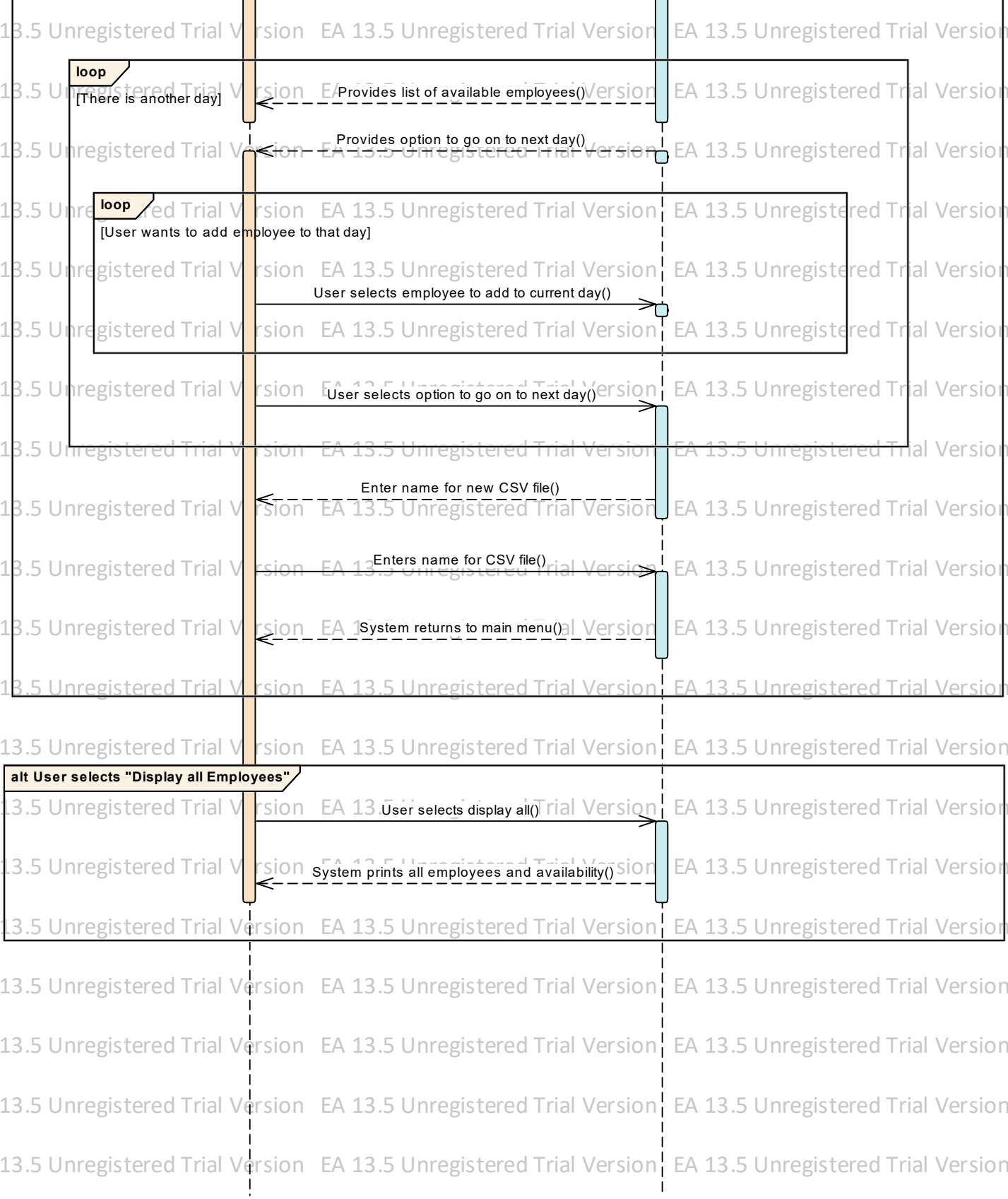
Use Case 8: Clear Loaded Data

1. System provides user with option to clear the previously loaded employee data
2. User selects option
3. Loaded data is cleared. New data can now be loaded (see use cases 1, 2, and 3).









System Operations

+ availableDay(): ArrayList<Integer>
+ buildSchedule(): void
+ getId(): int
+ getName(): String
+ getSchedule(): Boolean[ ]
+ isAvailable(): Boolean
+ loadAll(): Map<Integer, String>
+ loadAll(): Map<Integer, Boolean>
+ run(): void
+ save(): void
+ save(): void

buildSchdule( ): void

Functionality for building a schedule
Prints final schedule to CSV

save( ): void

saving days to the days database

getId( ): int

Part of the Employee class
returns the ID number of an employee

run( ): void

Prints the menu

isAvailable( ): Boolean

Part of the Employee class
Returns if an employee is available for a specific day

save( ): void

saving employees to the employees database

loadAll( ): Map<Integer, String>

Retrieves employee info from the database

getName( ): String

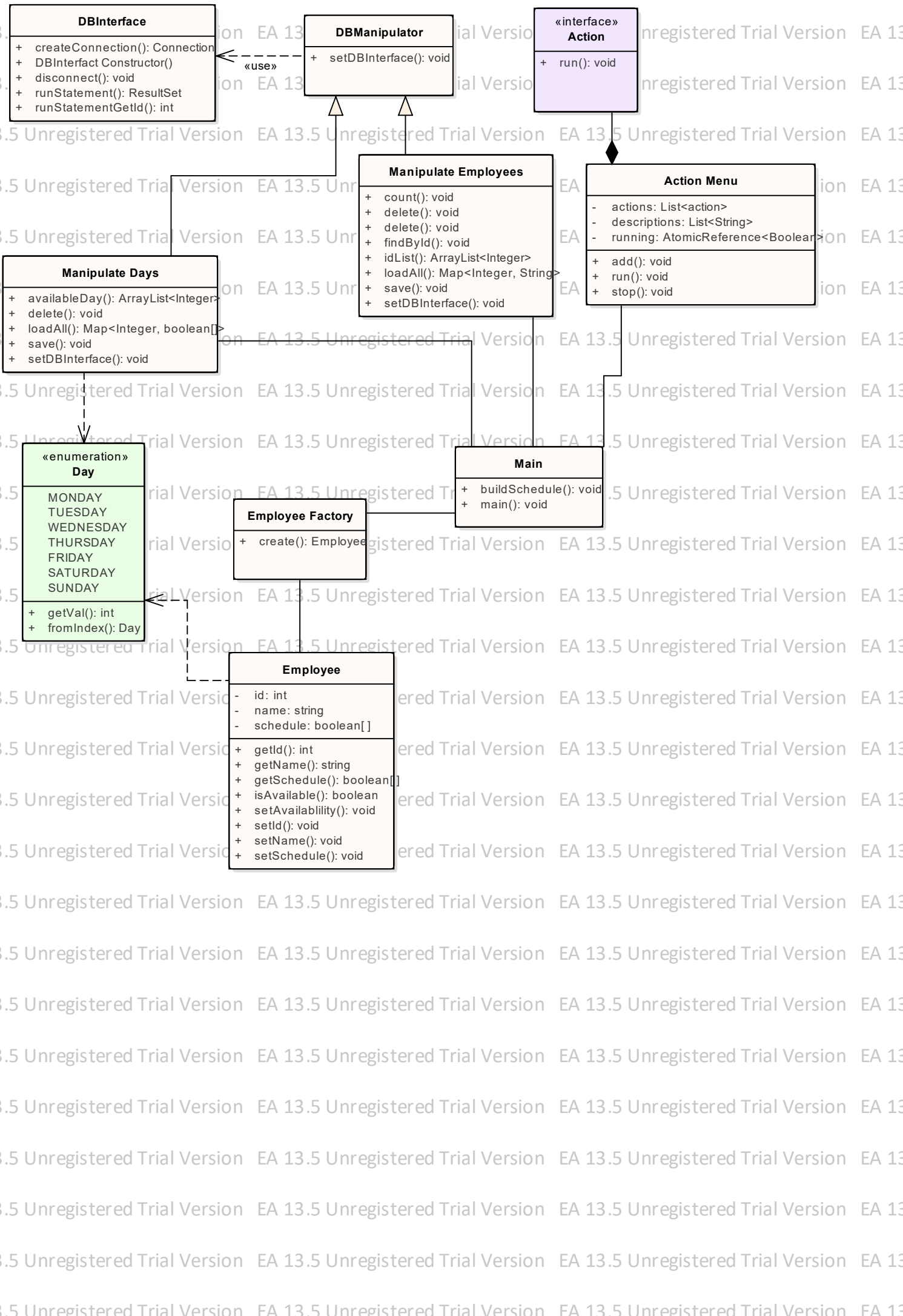
Part of the Employee class
Returns the name of an employee

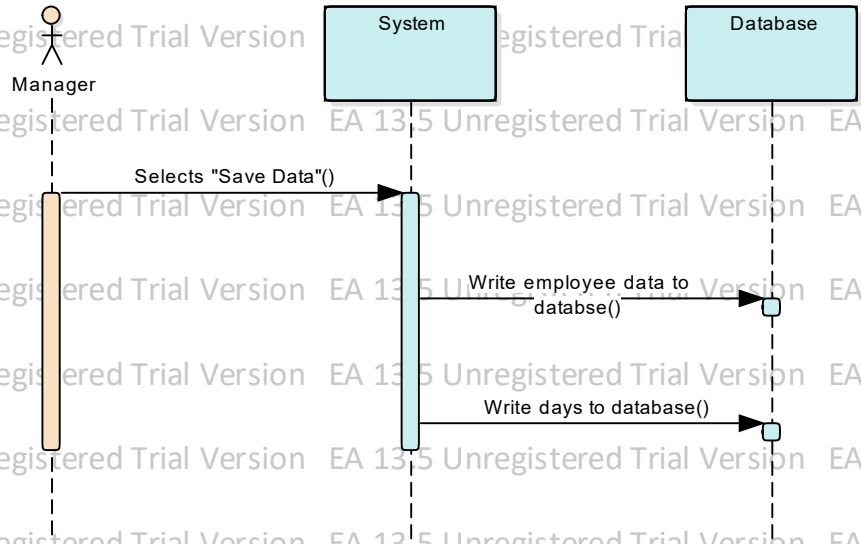
loadAll( ): Map<Integer, Boolean>

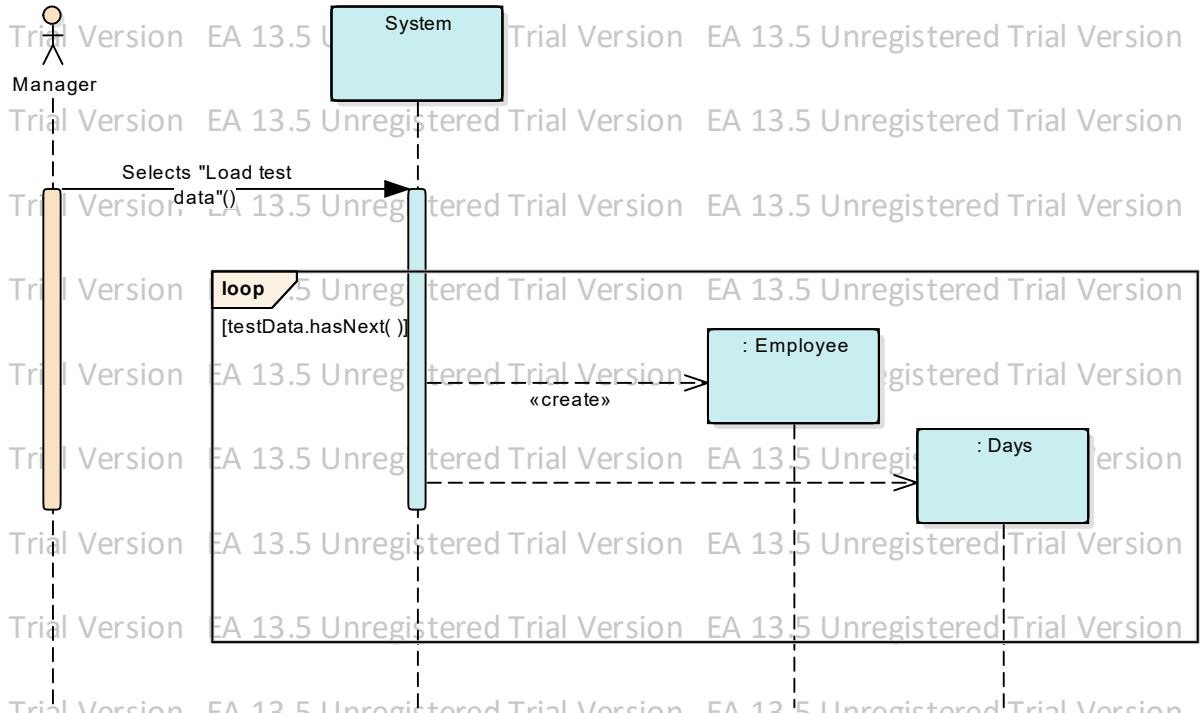
Retrieves schedule of an employee from the days database

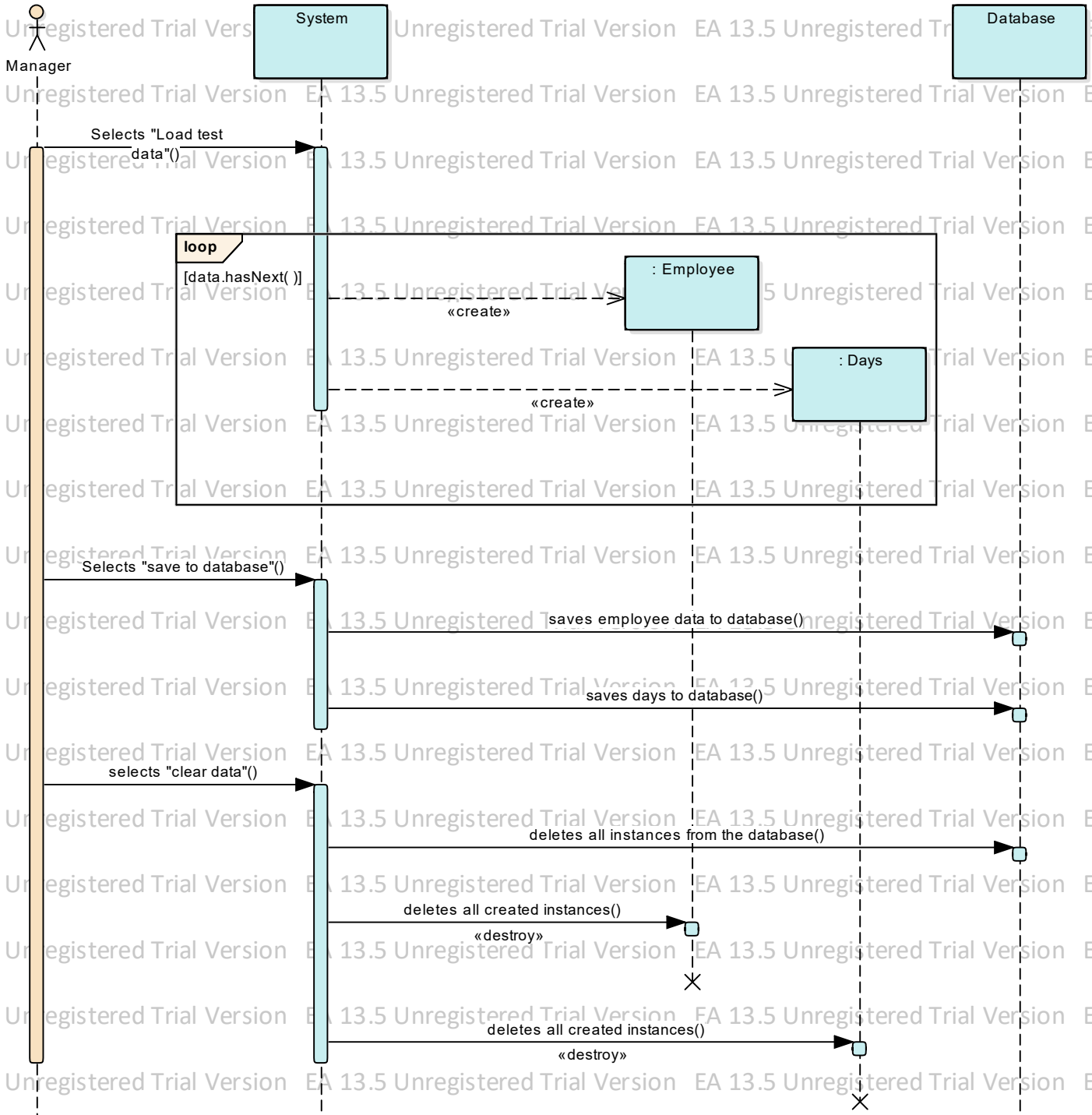
getSchedule( ): Boolean[ ]

Part of the Employee class
Returns an array of booleans for when an employee is available to work









Design Patterns Used

1. Singleton: DBInterface
2. Factory: Employee Factory
3. Command: GUI Interface and action interface
4. Facade: DBInterface
5. Decorator: GUI Interface
6. Mediator: GUI Interface
7. State: Action Menu