Deloitte Digital Away Day

1. **Assumptions**

1) This program runs from an input file activities.txt and its path is hard coded in the code.

2) Number of teams is calculated with

No Of Teams= total duration/minutes per hour/number of hours available

B) **Format for tasks in file:**

1) Duck Herding 60min or Time Tracker sprint

2) **sprint** is used for 15 minutes tasks.

C) **Find bellow an input example:**

Duck Herding 60min

Archery 45min

Learning Magic Tricks 40min

Laser Clay Shooting 60min

Human Table Football 30min

Buggy Driving 30min

Salsa & Pickles sprint

2-wheeled Segways 45min

Viking Axe Throwing 60min

Giant Puzzle Dinosaurs 30min

Giant Digital Graffiti 60min

Cricket 2020 60min

Wine Tasting sprint

Arduino Bonanza 30min

Digital Tresure Hunt 60min

Enigma Challenge 45min

Monti Carlo or Bust 60min

New Zealand Haka 30min

Time Tracker sprint

Indiano Drizzle 45min

D) **Execution Steps and overview**

* 1. Deloitte Digital Away Day requires Java v1.8+ to run because some of the features of java 8 are also used.
  2. Junit5 is used for testing some of the methods.
  3. For Windows: Open a command prompt and execute these commands

a) cd <<git clone location>>\Away-Day-Event-Planner\ExecutableJar

b) java -jar DeloitteDigitaAwayDayPrj.jar

E) **Output will be shown in the command prompt. Find bellow an output example**:

Deloitte Digital Away Day:

Team No. 1:

09:00 am : Duck Herding 60min

10:00 am : Laser Clay Shooting 60min

11:00 am : Viking Axe Throwing 60min

01:00 pm : Monti Carlo or Bust 60min

02:00 pm : Archery 45min

02:45 pm : 2-wheeled Segways 45min

03:30 pm : Enigma Challenge 45min

04:15 pm : Indiano Drizzle 45min

05:00 pm : Staff Motivation Presentation 5min

Team No. 2:

09:00 am : Giant Digital Graffiti 60min

10:00 am : Cricket 2020 60min

11:00 am : Digital Tresure Hunt 60min

01:00 pm : Learning Magic Tricks 40min

01:40 pm : Human Table Football 30min

02:10 pm : Buggy Driving 30min

02:40 pm : Giant Puzzle Dinosaurs 30min

03:10 pm : Arduino Bonanza 30min

03:40 pm : New Zealand Haka 30min

04:10 pm : Salsa & Pickles Sprint

04:25 pm : Wine Tasting Sprint

04:40 pm : Time Tracker Sprint

05:00 pm : Staff Motivation Presentation 5min

F) **Design**

**Classes used**

DigitalAwayDayApp.java for execution of the app.

DigitalAwayDayActivityBean.java for creating pojo rather storing the data of individual activity.

DigitalAwayDayEvent.java for storing the frames or block of each event

Methods to calculate the available and used size and to add a activities

DiditalAwayDayEventBlock add activity and get the available and used size of the complete day.

ExtraTimeBlock.java extends DiditalAwayDayEventBlock including extra time and available size method is overriden to manage extra time.

ExtraTimeBlock.java Methods to include tasks into blocks specifically for evening including 60 min of extra time.

DigitalAwayDay.java Class to store a list of away day and methods to add  
a list of tasks is included.

DigitalAwayDayFileReader.java Class with a method for reading a list of tasks from a file

DigitalAwaydayException.java returns exception when a functionality is broken as per the logic

DigitalAwayDayHelper.java contains some helping methods which help in simplification of logic and code.

**Note:** For more clarity logger is also used.