Bournemouth University

School of Design, Engineering, and Computing

Course:	Programming 2
Level:	I
Assignment:	1 of 2
Unit leader:	Dr. Laurence Tratt
Issue date:	03/11/2009
Hand-in date:	01/12/2009

1 Outline

You are to create a GUI Address Book application. An address book stores zero or more pieces of data about individuals. Each entry should record (at a minimum) a persons name; their home and mobile telephone numbers; and their home address. Entries in the address book should always be sorted by surname. New entries can be added to, and entries deleted from, the address book at any stage.

The address book should be able to import and export addresses in the `.buab` format. A `.buab` file contains zero or more entries, each of which is 4 lines long:

```
name
home telephone number
mobile telephone number
home address
```

An example `.buab` can be found on MyBU. Note that loading a `.buab` file should *merge* the results in, not simply wipe everything that currently exists in the address book.

2 Tasks

1. Implement a GUI for displaying, adding, and deleting entries from an Address Book.
2. Implement import / export for the `.buab` format for the application.
3. Implement a search feature (at a minimum by surname; other search criteria at your discretion).
4. Allows import and export of more exotic address book formats such as the `vCard` format[1].
5. Document your system with a UML class model.

[1] `http://en.wikipedia.org/wiki/VCard`

Note that all code submitted must be hand-created; you may not use any GUI builders (e.g. those found in Netbeans) to perform any of the tasks. The layout of the GUI is at your discretion.

3 Submission Format

You will be assessed in two ways:

1. You should hand in a paper copy of your system design and a print-out of all the code you have created. As part of the hand-in you may also include a brief (less than 1 page) description of anything you feel is particularly interesting about your submission. The system design and code listing should be placed in the assignment box on the 3rd floor with an assignment report form securely attached.

2. A demonstration of your system. You will be expected to run your program, briefly present your design and code, and to answer any questions posed about the program, design, or code. You will be allocated to a specific demonstration slot in due course.

4 Marking Scheme

A guide to the marking scheme is as follows:

Fail	Program does not compile or fails to fulfil task 1.
Low	Implements task 1 in a bizarre and / or unreliable fashion, and makes little attempt at task 5.
Medium	Implements tasks 1, 2, and 5 well, and task 3 to some degree.
High	Implements all tasks very well.

5 Intended Learning Outcomes

1, 2, and 4.

Signature of Unit Leader: _____ Date: _____

Signature of QA: _____ Date: _____