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CIS 331 Section 003

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Code update: 12/10

Earlier this week we finished a fully functional UI without a database connection. With the UI alone, the javafx GUI ran perfectly, executing every command from creating Guests, Bookings, Employees, Rooms, Room Services, to editing personal information, and Room information. Stress testing included clicking buttons without sufficient data filled out, attempting to create invalid passwords, Room numbers; all of which our UI passed.

Starting this week, we began the implementation of a database connection to the UI. Currently, our DB clears each ArrayList, uses the refresh(tableName) functions to pull information from the database, and then add it to each respective ArrayList we have. Upon closing the program, the insert(tableName) functions pull information from the ArrayLists into the DB. If a table runs into a unique constraint error, the sendDBCommand function automatically calls an update(tableName) function which will update that specific instance object. This is fine because if we make changes to the object, those changes will be updated, and if we don’t make any changes, the object is updated with all the same information, changing nothing. With the downloading of information from the application and uploading from the database fully operational, this system is complete.