

Concert Tracker cs 3330 Final Project Documentation

UI Development: This project was created using JavaFX. There are two .fxml documents in the project including FXMLLogin.fxml and MainScene.fxml

Architecture:

Models	{ MainModel.java, LoginModel.java }
Views	{ FXMLLogin.fxml, MainScene.fxml }
Controllers	{ LoginController.java, MainSceneController.java, ButtonVisualizer.java, AccordionVisualizer.java, ButtonVisualizer.java, AccordionVisualizer.java }

Required Elements

1. Object oriented Elements that you write code for:
 - a. Classes
Account.java, Users.java, Concert.java, Festival.java, etc.
 - b. Subclasses
Concert.java and Festival.java are both subclasses of Event.java
 - c. At least one abstract class
Event.java is an abstract class
 - d. At least one interface
Visualizer.java is an interface
2. Code Elements that you utilize
 - a. One or more collection classes
**I utilize an Array List of Events in Account.java
(visible on lines 29, 59, 67, 68 ect.)**
 - b. Exception Handling
**There is exception handling on nearly every java file in the project,
(visible in throws on line 51 of LoginController.java)
(visible in try catch blocks on lines 79-83, 86-91 of Event.java)**
3. The application must have a clearly defined model

I use a model for the login scene and a model for the main scene. The LoginModel.java processes login info (visible on lines 19-34) while MainModel.java handles the events (visible on lines 34-42)

4. The UI must utilize multiple scenes and at least one of the scenes will have the contents of the scene graph changed based on the application state

The project has a “Login” scene that displays a login screen and allows the user to create accounts and login. (Creating accounts is dependent on the handleCreateAccountButtonAction() function in LoginController.java on lines 86 to 115)

It also has a “Main” scene you can switch to when you log in (Scene switching is handled in the HandleSignInButtonAction() function in LoginController.java on lines 64 to 69)

5. There must be a way to access “About” information that includes information about you and the application

By clicking the “About” button on the login screen, the user can access that talks about the purpose of the application as well as instructions on how to use it

6. The application must save and load data. The target for saving/loading data can be files, a network service, or a database

The application loads the user information from a json for the login as well as the event information from a json upon login. (Users.java reads from users.json on lines 39-61 and saves to users.json on lines 64-89). (Concert.java writes to a json file on lines 62-75)