Conrad Bucholtz - CS3330 Final Project Documentation

1. **Object oriented elements that you write the code for:**
   a. **Classes**
      i. AbstractController.java
      ii. Cjbb5fRankListCreator.java
      iii. Item.java
      iv. Openable.java
      v. RankList.java
      vi. Savable.java
      vii. ScoreType.java
   b. **Subclasses**.
      i. AboutController.java
      ii. AddItemController.java
      iii. HomeController.java
      iv. NewRankListController.java
      v. RankListViewController.java
   c. **At least one abstract class**
      i. AbstractController.java
   d. **At least one Interface**
      i. Openable.java
      ii. Savable.java
2. **Code elements that you utilize:**
   a. **One or more collection classes.**
      i. RankList.java
         1. Utilizes ArrayList<> to store a list of items in sorted order (line 10)
   b. **Exception Handling.**
      i. RankListViewController.java
         1. Method: handleDelete
            a. Try-catch used when parsing an integer (line 81)
      ii. Openable.java
         1. Method: openRankList
            a. Try-catch used to handle opening a file and reading a serialized object (line 22)
      iii. Savable.java
         1. Method: saveRankList
            a. Try-catch used to handle saving a file (line 21)
3. **The application must have a clearly defined model (as in the M in MVC)**

a. Model Classes
    i. RankList.java
    ii. Item.java

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.**
    a. Home.fxml
        i. The three buttons other than quit all will switch to a different scene
    b. NewRankList.fxml
        i. Cancel or create buttons will switch back to home
    c. About.fxml
        i. Back will switch back to home
    d. RankListView.fxml
        i. Home or add item buttons will switch scenes
        ii. The contents of the view pane change when items are added of deleted
    e. AddItem.fxml
        i. Cancel or add buttons will return to the RankListView scene
        ii. Number of fields to enter changes depending on the RankList

5. **There must be a way to access "About" information that includes information about you and the application.**
    a. About.fxml
        i. Includes all information about the application

6. **The application must save data and load data. The target for saving/loading data can be files, a network service, and/or a database.**
    a. Savable.java
        i. Includes the method saveRankList which saves data (line 14)
    b. Openable.java
        i. Includes the method openRankList which loads data (line 15)