Project 1: Zoo register

Java Programming: Unit 3

Tristan Ackermann  
FK6 W29 M15  
Lecturer: Shadly Frans

Pearson Institute of Higher Education

MLM - Higher Certificate in Information Systems (Engineering)

# Project Purpose

The purpose of this project is to demonstrate the skills acquired and retained over the duration of the course of Basic Java Programming. This is not only to pass the project requirements, nor the exams this project prepares for, but also for any working field that employs any one or combination of said skills.

# Project Introduction

The Zoo Register program consists of a client, a server, and a database. Clients may communicate with the server to search the database for animals and species stored therein, or if the client is an administrator, the client may add or delete records from the database.

This project has a basic communication between the client and the server using direct socket connections to send object streams through, specifically to allow the transmission of both primitives and entire objects when necessary.

# System Requirements

* Operating System: Windows 7 (64-bit)
* Motherboard: Compatible with the specified or equivalent hardware
* Processor: Intel Core i5
* RAM: 4GB
* HDD: 20GB free space
* Display: 1280 x 720 resolution

# Software Requirements

* Java 7 Update 55 (build 1.7.0\_55-b13)
* NetBeans IDE 7.3.1 32-bit full installation
* Microsoft Access Driver in ODBC (32-bit)
* Microsoft Office Access (2002 or above)

# Project Setup

1. Extract the contents of both .zip files (ZooRegisterClient.zip and ZooRegisterServer.zip) containing the project into the directory of your choice.
2. Run the client’s .jar file (ZooRegisterClient.jar) for the client application, or the server’s .jar file (ZooRegisterServer.jar) for the server application.

# Bibliography

Primary source of research:

* Pearson Institute’s study guide for Basic Java Programming Study Guide, December 2016’s version 1.0.
* Compiler:
  + Petrus Pelser
* UPDATERS:
  + Carla Labuschagne
  + Tatenda Tagutanazvo
  + Suhayl H. Asmal

Other sources of reference are listed below:

* Java API
* Stack Exchange (For general good coding practice, how static classes behave in multithreading

# Glossary

|  |  |
| --- | --- |
| Term | Meaning |
| API | Application Program Interface |