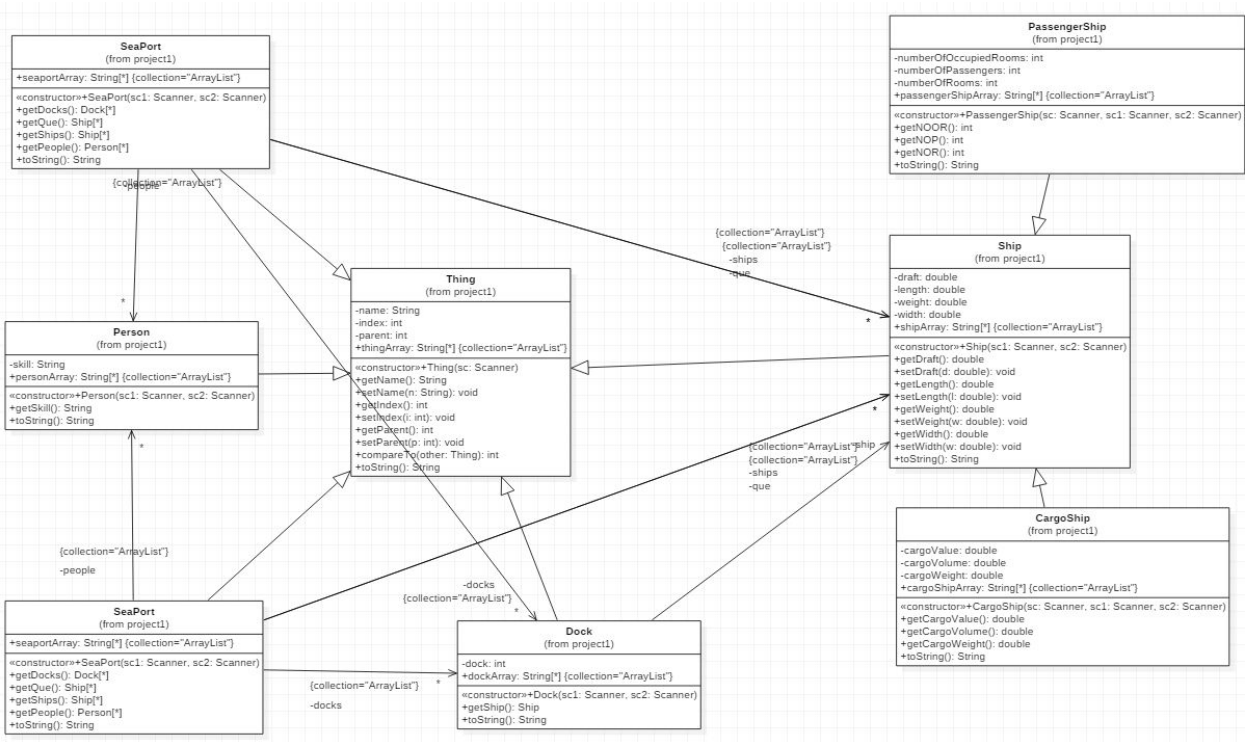
Design




This file image is also attached, since it is hard to read.
Did not include classes World, Job, or PortTime as they weren't used in the program.

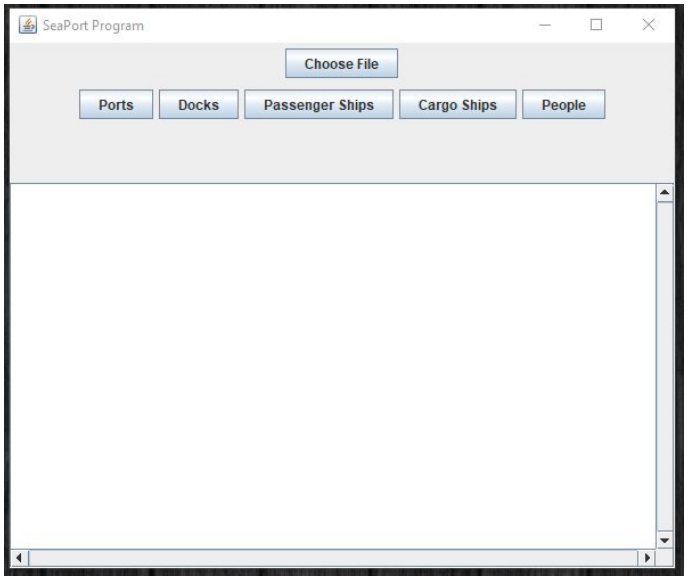
User's Guide

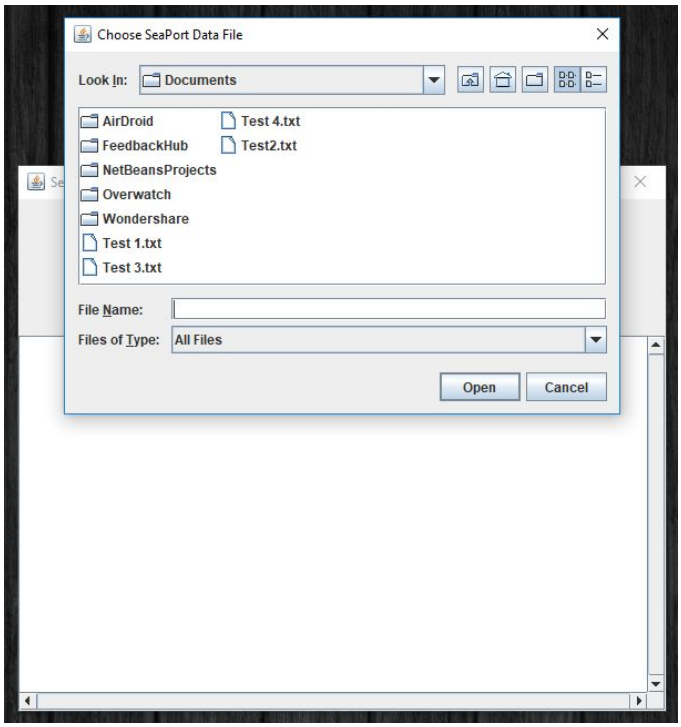
1. Open the JAR file named "Project1" (this opens the program)
2. Click the "Choose File" button (this lets the user choose their file)
3. Click the button that you want to view information based on the label of the button

Test Plan

The program is expected to allow the user to first choose a ‘txt’ data file with the ‘Choose File’ button, one that has a format similar to the one provided to use in the project instructions. This means the data in the file should have a word at the beginning of each line of data that is to be used labelling what it is for IE port, dock, pship, cship, person. Without these keywords at the beginning of each line, the program will ignore the line. After they click this they will be notified if the file was was valid with a helpful message indicating what they should do next. The next step is clicking one of the various buttons provided so that they can view the information they are looking for.

Example of successful compilation and running of program and opening of JFileChooser

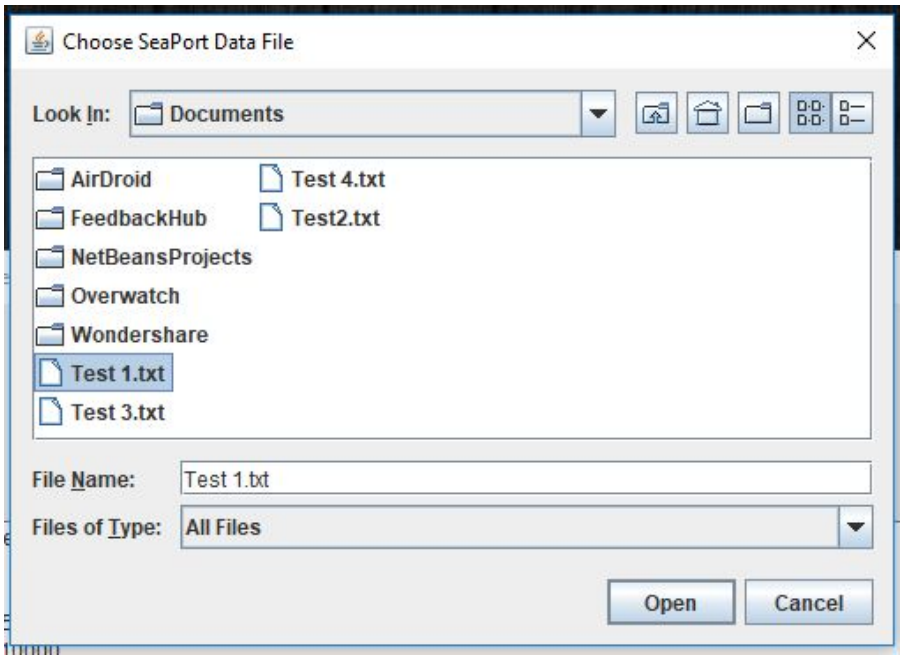


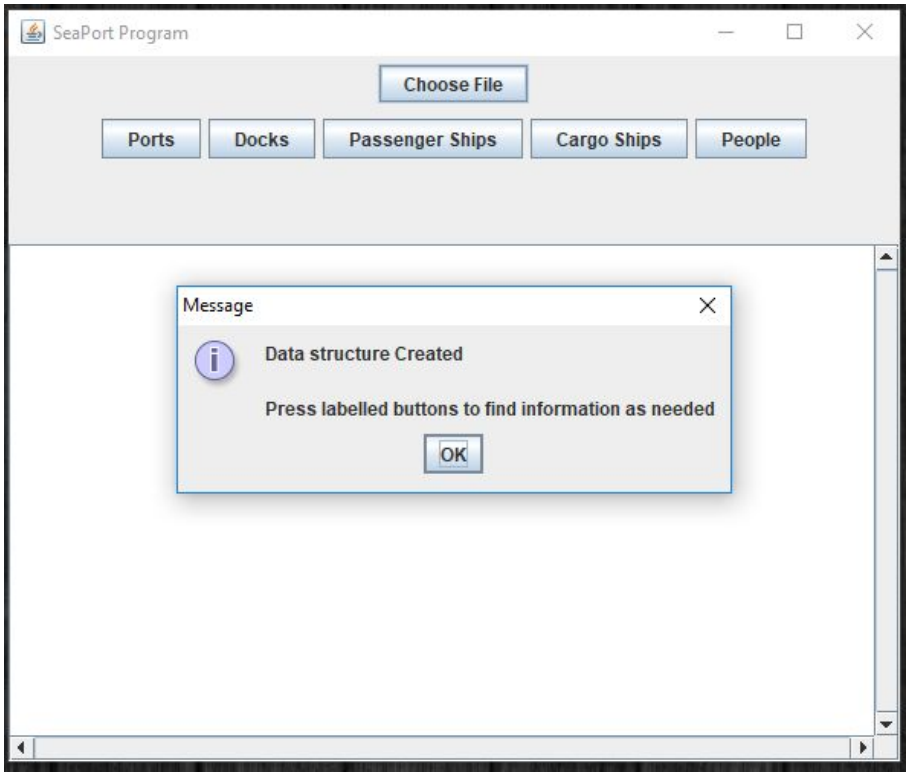



Test Case 1

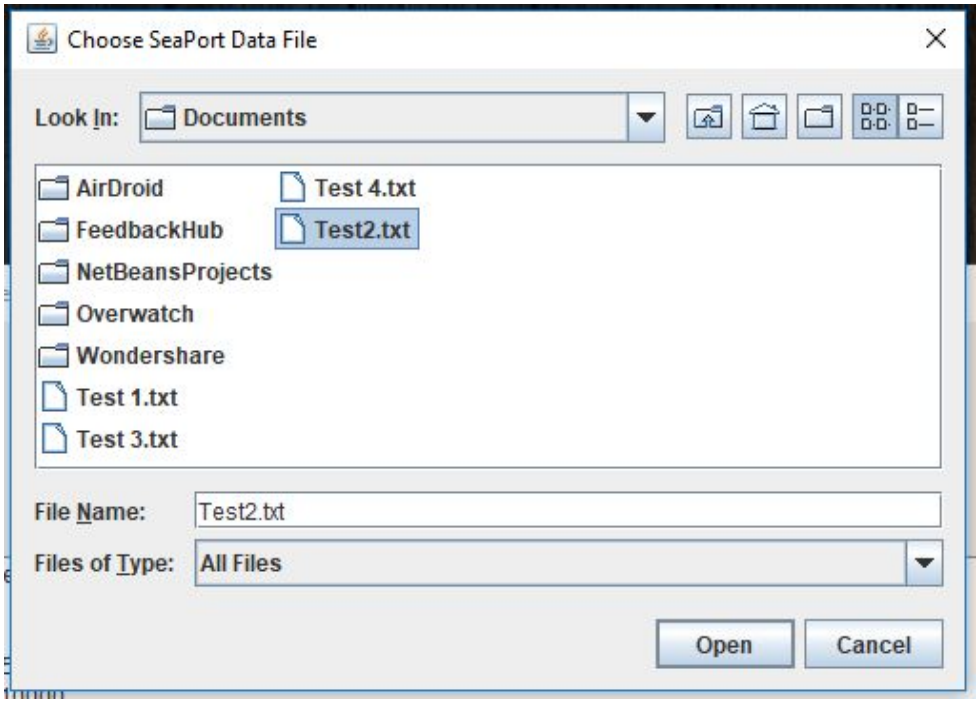
Test using the provided input from instructions saved to a txt file saved as “Test 1.txt”

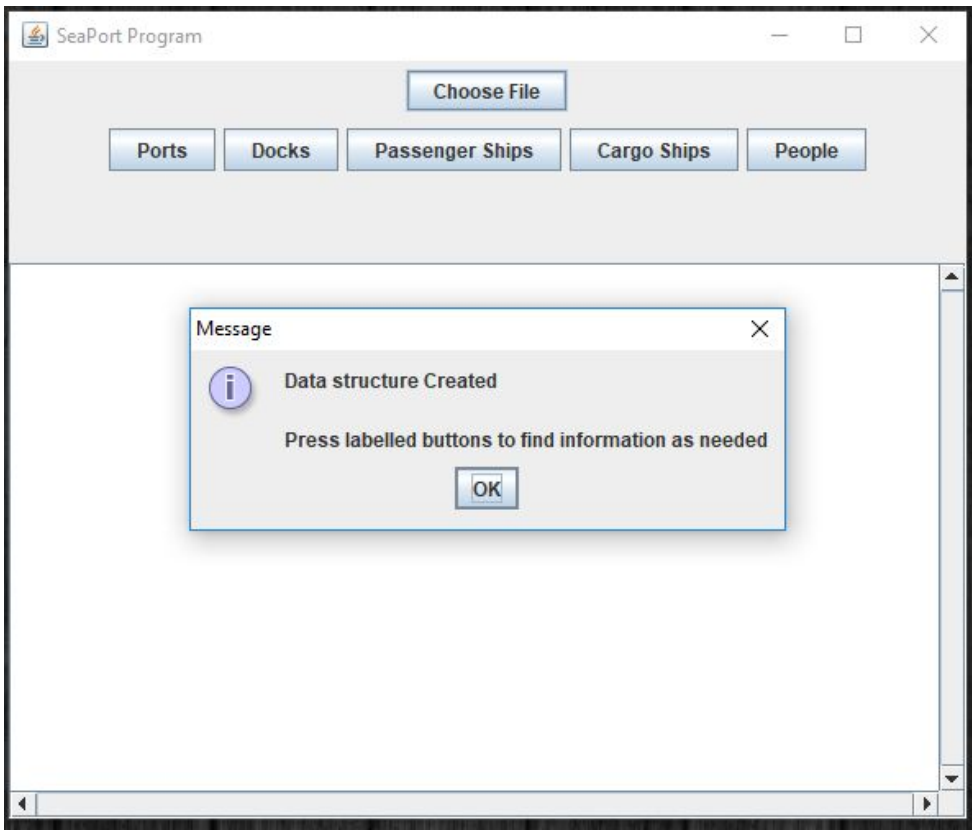
Expected to succeed in creating data structure



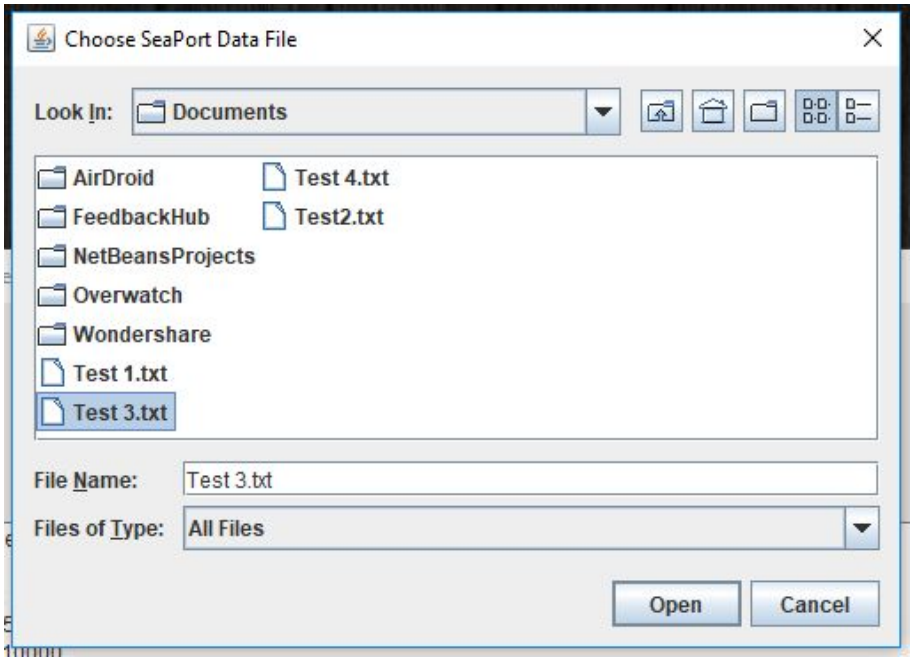



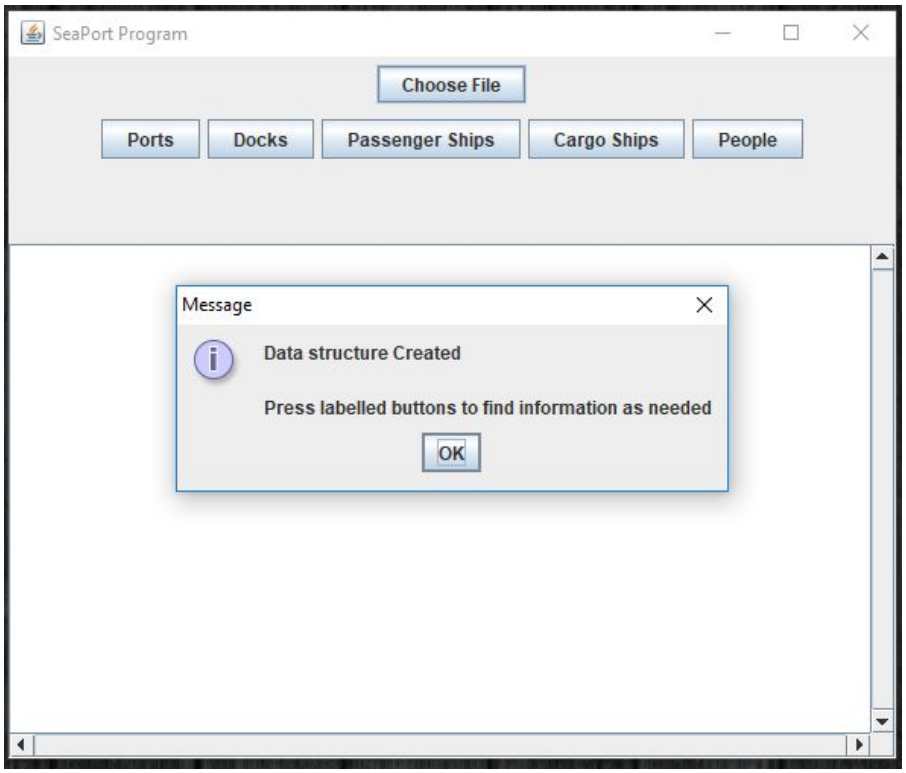
Test Case 2
Edited “Test 1.txt” so that all lines starting with “//” were removed. File saved as “Test 2.txt”
Expected to succeed in creating data structure



Test Case 3
Edited “Test 1.txt” so that the program can deal with blank lines. File saved as “Test 3.txt”
Expected to succeed in creating data structure

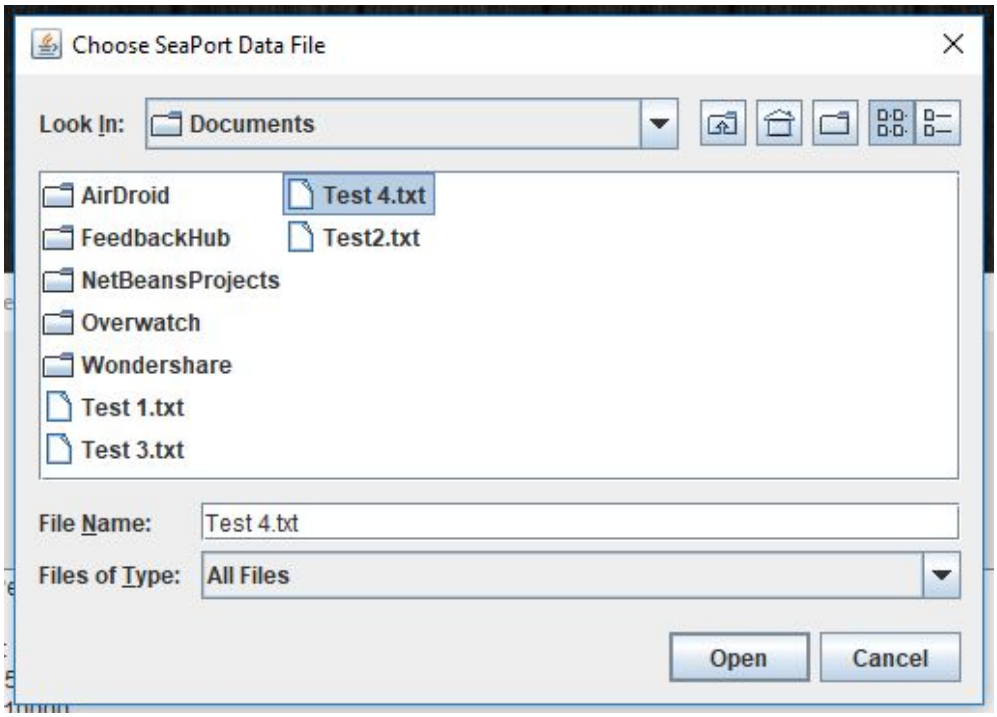


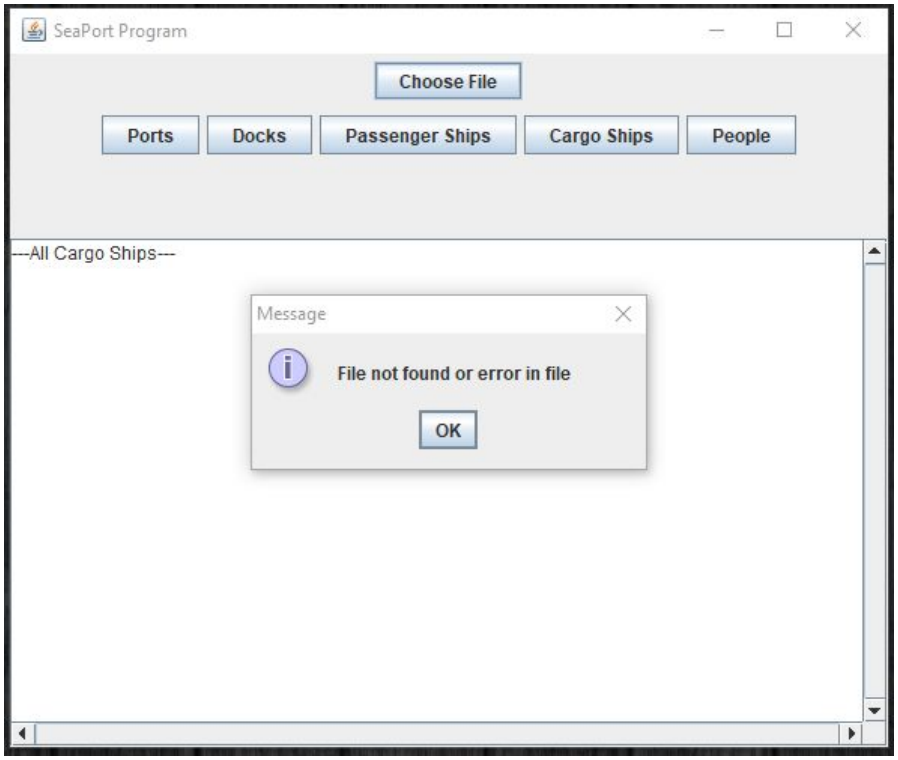



Test Case 4

Edited “Test 1.txt” by removing bits of information here and there. File saved as “Test 4.txt”

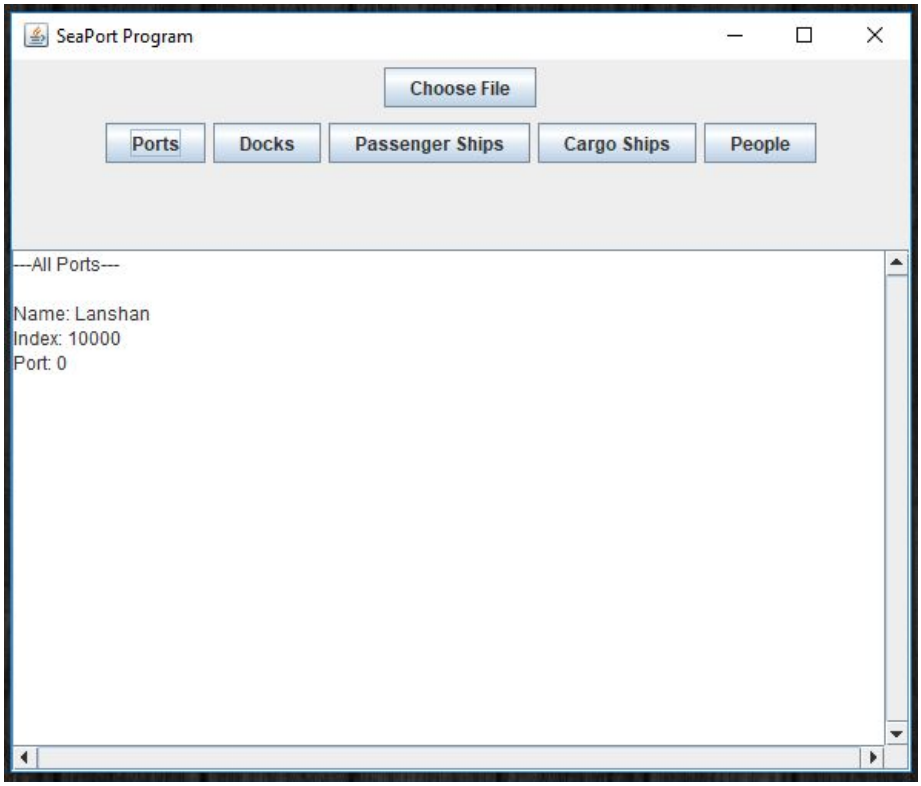
Expected to fail since information will be missing when the program expects it to be there.



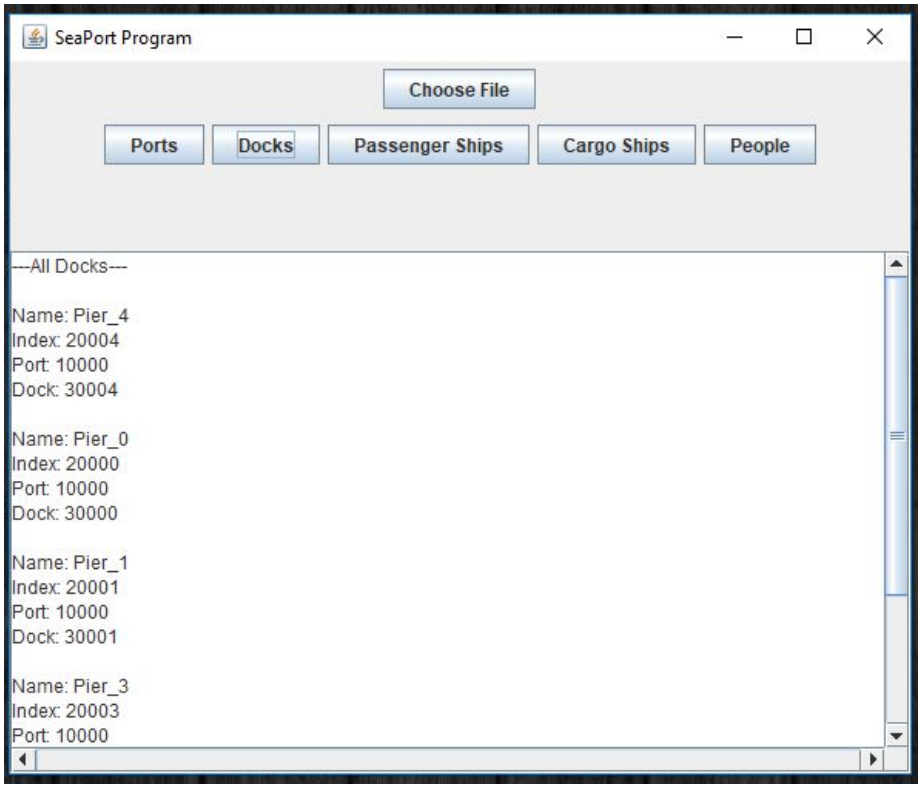




Examples of buttons working successfully after valid file chosen

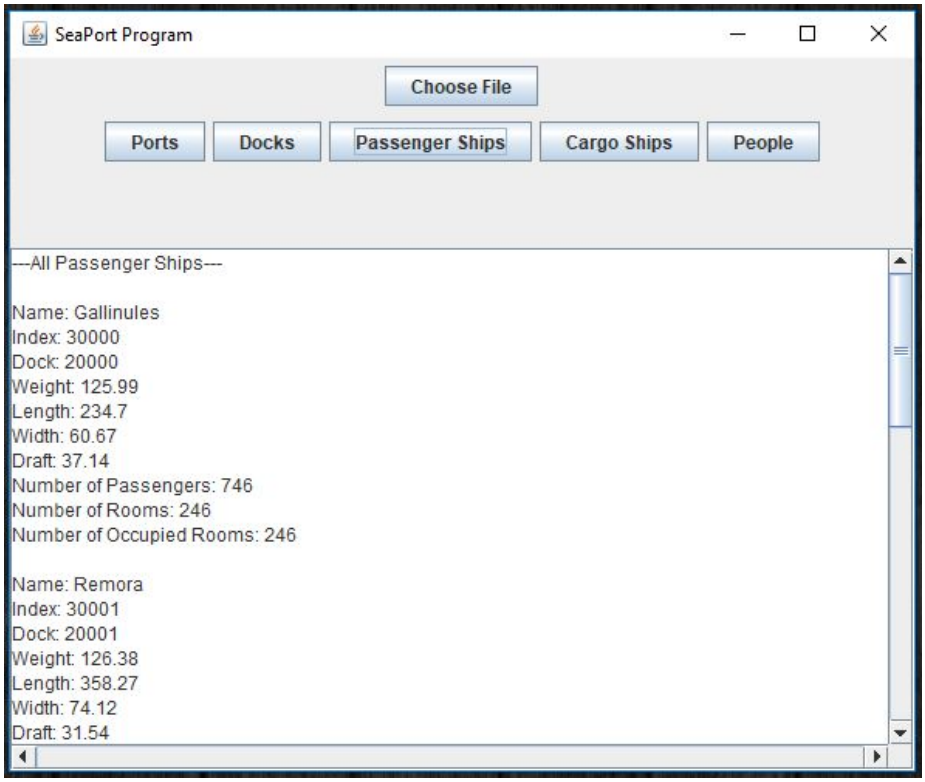
Ports Button



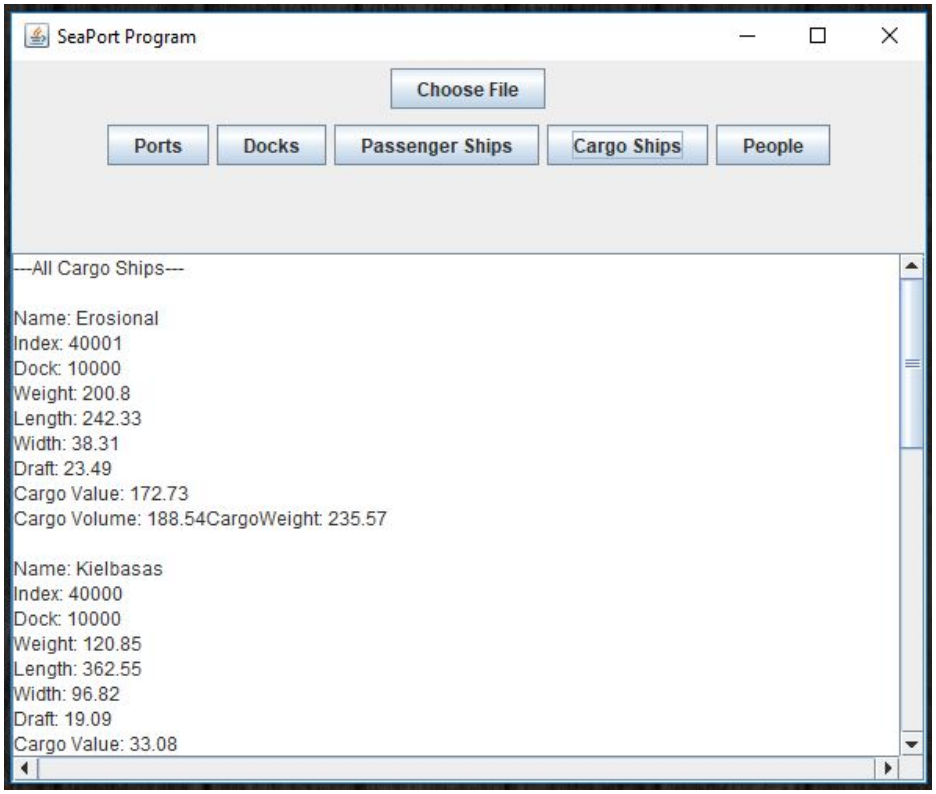

Docks Button



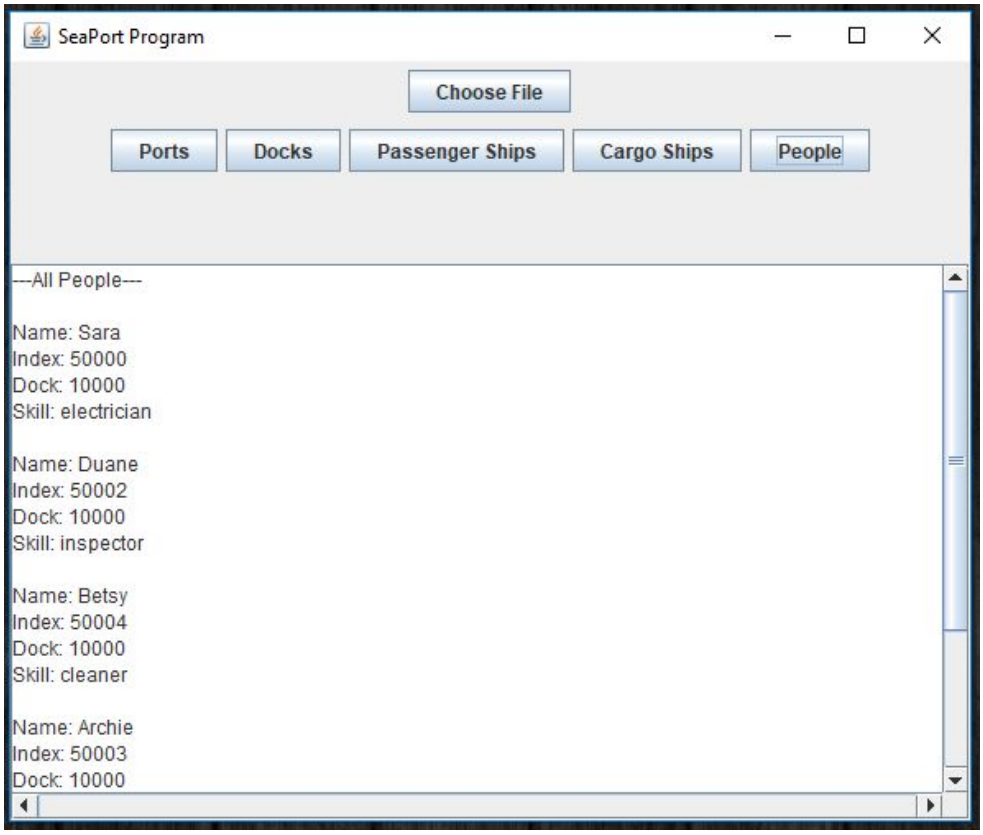
Passenger Ships Button




Cargo Ships Button



People Button




Lessons Learned -

I learned a good deal of lessons during this project which can be noted in the emails I sent over the past few days. I learned a lot about what I can achieve when I am under pressure to meet a deadline due to the fact that I was moving into a new house this week, so had less time than I would have liked to to do this project. Even so, I successfully overcame many hardships, like understanding the relationships between parent and child classes, and even the subclasses further down the ladder of children. After understanding this relationship a bit better, I was able to do this project pretty quickly, but this for sure was my biggest hurdle in this project. Creating a GUI and dealing with how action listeners work for buttons pressed was not so long ago the

hardest thing for me to grasp, but now it was just an afterthought, so I do know for sure I am making good progress. I did learn a lot about FUD (fear, uncertainty, disorder) this week, and I am sure I will experience it more in the future.