Media Managing Application

For this assignment we are going to be developing an application that manages the media on your machine. We will be using concepts derived from our previous assignments such as abstraction and FileIO, so make sure to look back at your previous work for examples.

This project is going to have two sets of project requirements. One set is the requirements as they would be delivered to a development team from a client, basically stating what they want the program to do. The second set will be a set of class requirements that puts you in a position to want to develop this application using the techniques we have been learning in class. Remember, many concepts in this class are completely optional to software development, but my goal is to put you in a position where you really see the benefits of developing this way.

Client Requirements

Description: We want an application that will serve as a portal to manage all media on our computers. The term media, in this case, includes video, audio, and images, of type MP3, WAV, MP4, AVI, PNG, or JPG. This application should offer the following interface features/options for our users:

1. User can choose to scan the machine for media files.
   1. User will have the option to choose which directories to search from.
2. After the user has scanned, user can request a library of any given type (vid, audio, img).
   1. The library should be displayed with the following information
      1. File name
      2. File extension
      3. Date last accessed
   2. The library should offer an option to sort by any given field
   3. Once the user is done reviewing the library, they can back up to the main menu

Class Requirements