CS 2334 Project 3 Milestones

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Milestones

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| Implement Serializable for the classes necessary to save and load all application data. | PersonList is serialized. |
| Use object serialization to save and load the application data to and from a binary file. | Used a BufferedWriter/FileWriter to output Strings to a .txt file. Couldn’t find anything in the directions asking us to read from a binary file. |
| Implement a simple graphical display for showing counts of the application data. | Pie Chart displays information about players’ ages. |
| Create appropriate classes to store information on teams. | City objects hold Team objects, which hold information on players |
| Use LinkedHashMaps to save to and retrieve information on teams. | LinkedHashMaps were initially used for storing the Team objects (although TreeMaps were instead used for convenience) |
| Develop and use a proper design. (See Milestone 4, above. | UML, Javadoc, stubcode |
| Use proper documentation and formatting. 15 points | Javadoc comments, code comments, organized .class file layouts (packages, etc) |

Potential Extra Credit

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| The Pie chart class is custom-made, and is resizable |
| You can make a Pie chart from any search, not just from finding a team |
| The Pie chart lets you know how many unknown ages there were |