TEAM 2

**Netbeans Configuration tool - initial setup of the NetBeans Templates for Student in EE333**

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NetBeans has a file template and for each type of file, it can be opened with a default string placed at the top. In the EE333 course, all submitted files for assignments must have a specific header and follow certain formats. The tool we are looking to build would make it simple for a new student in EE333 and potentially other courses that utilize NetBeans to quickly and easily create a specific template for all files of a certain type created. These templates allow the students to set their header at the beginning of the semester to save time copy/pasting but are buried in menus and require using the FreeMaker template language to set variables. While not difficult with experience, these can be very daunting tasks for students new to coding in general or using the NetBeans IDE. The final implementation will include an easy to run GUI that allows the user to change all templates within the java folder to the desired format to save confusion early on and provide a general interface to change multiple file templates at once.

The target audience for this application is EE333 Students for now but it could be extended to EE233 in the future

To complete this project, some research on how to edit those templates were done. Most of those research was done online and some significant information that helped us to start were found on Stack overflow and java8 API websites. We also did some surveys to make sure we build the right GUI for the users. Then we created the GUI framework, and from that and the feedback from both presentations we did most of the coding for the GUI functions. We then reviewed them and finalized out design few days after the second presentation.

Two main problems that were encountered during this project are figuring out how to find the directory to find the templates, and making the project working with MacBook. However, those problems were fixed and some interesting stories about the project is that most of our team members used the GUI to set up their templates for P7. Also, we were able to make it work for both Windows and MacBook’s.

We learned a lot from this project. The first thing was that GUI make stuff easier and simpler for the user. We also learned that a good communication result in success. Finally, we learn that it is important to start on project early and that’s what we did to be effective.