

# Project State Document

Dirty Water

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**TEAM:**

Caleb Wheeler  
Michelle Brown  
Jim Phan  
David Guerrero

## Introduction

This document provides the details of the progress of our team's DIY application in the final stage of our first iteration. We successfully implemented the majority of the functionality for our top user stories, as well as a few requirements added after the initial design stage. JUnit tested many of the core classes and ensure that the program is performing as intended. We had to resolve a few miscommunications in regards to coding, but overall communication was good and we pulled the project together with most of what we had hoped to accomplish.

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## Requirements Addressed

State of completion of the requirements collected and addressed over the iteration:

- |          |  |
|----------|--|
| US01.    | As a DIYer, I want to store data and measurements for my DIY projects so I can refer to them any time.<br>Complete.  |
| US02.    | As a homeowner, I want to document my home's energy efficiency.<br>Attempted, but no where near complete.  |
| US03.    | As a user, I want to make price calculations based on the data I assemble so I can estimate project costs.<br>Complete.  |
| US07.    | As a user, I want to compare prices and technical information about products being considered.<br>Somewhat complete. Products being offered are not real.  |
| US11.    | As a user, I want to export my data in the form of a report so I can save it as a backup of my data or forward the report to contractors, energy audit professionals, retailers, or promotional programs.<br>Complete. |
| newUS01. | As a user I want to import settings to synchronize with other devices<br>Complete.   |
| newUS02. | As a user I want to enter settings such as my first name and email address<br>Complete   |
| newUS03. | As a user I want to export settings for synchronization to other devices<br>Complete.  |

# How to run the Application

## Set Up:

1. Find the folder marked "DirtyWaterApplication".
2. Ensure that the following are inside the folder: a folder named "images" which contains 8 images, DirtyWaterApp.jar, simstore.csv, testAbout.txt.
3. If none of these are inside the folder, you can find them inside the source code. Please contact Jim if issues occur.

Start the program.

## Creating a New Project:

1. Click the hammer icon to open the projects panel
2. Click "New Project"
3. Enter the project title
4. Save the project when finished

## Adding materials to a project:

1. After a project has been created or selected from the existing projects list
2. Click the cart icon to open the shop panel
3. Click to add the desired materials
4. Materials can be removed by going to the existing project and clicking materials

## Adding receipts to a project:

1. Select edit on the project from the list of existing projects
2. Click the receipt button
3. Click the Add receipt button
4. Enter data for the receipt and click save

## Changing User Settings:

1. Click the Gear icon
2. Change the name in the first textbox and the email with the second
3. After making changes click save

## Contributions

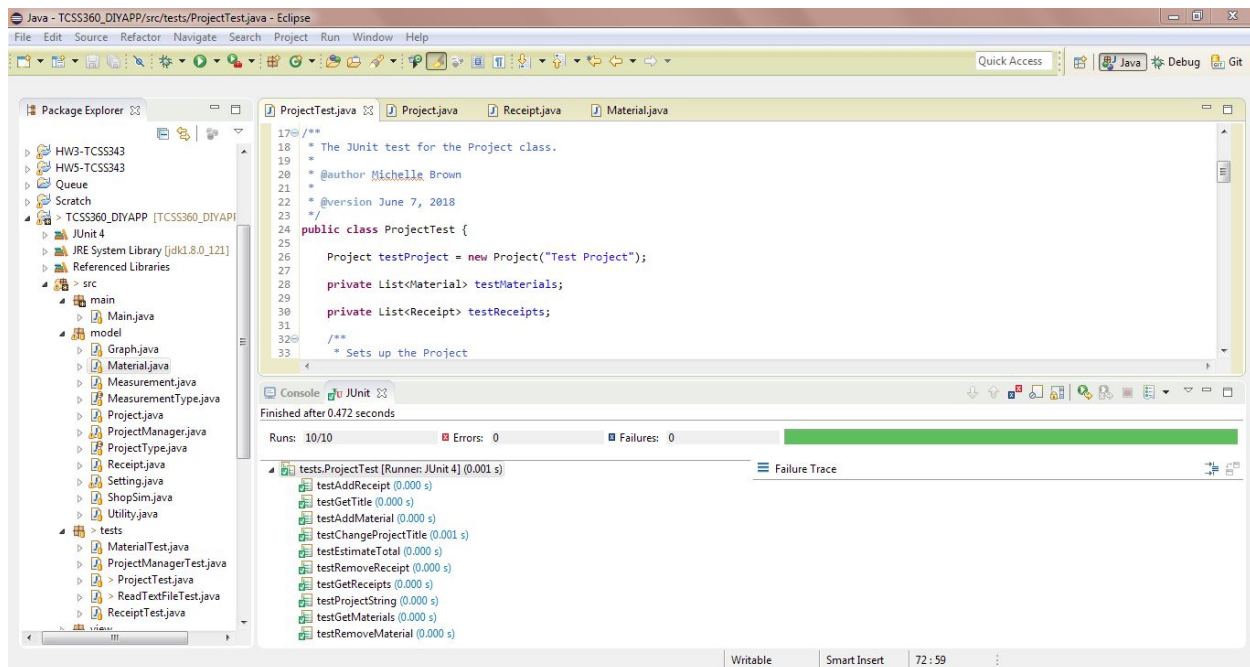
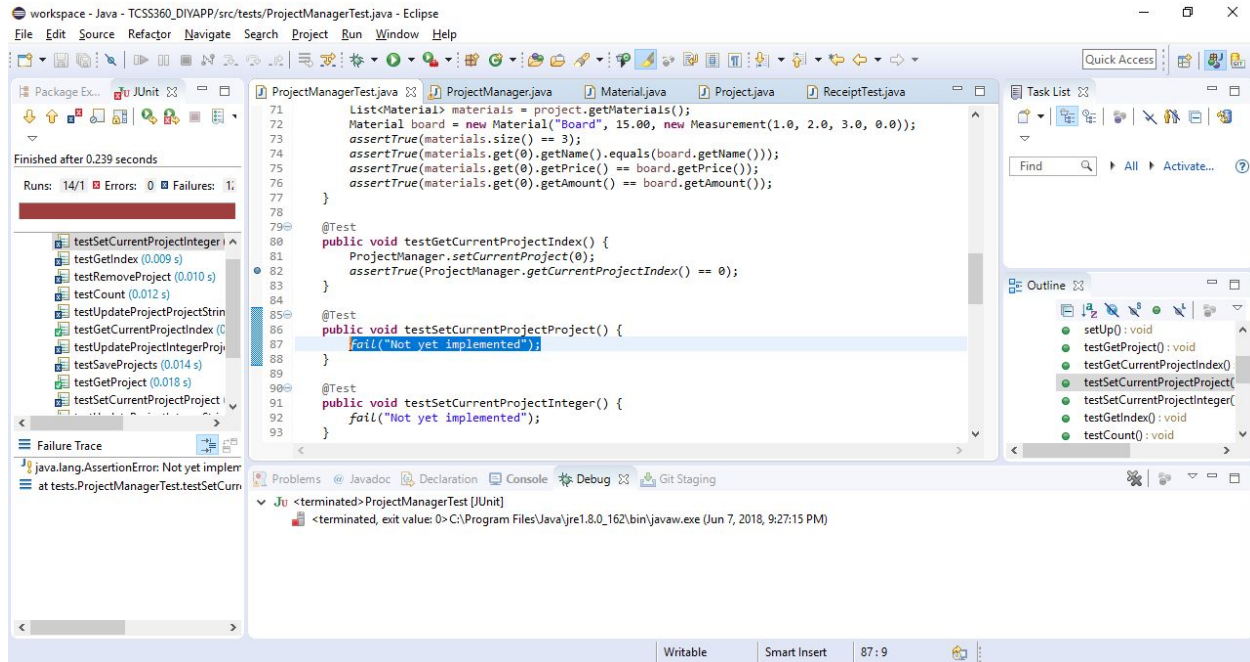
coding = authorship of all or an overwhelming majority of statements coded.

editing = bug fixes and refactoring.

Person	Class–Method	Activity
Jim	Main	Wrote class that starts the program
Jim	Graph	Wrote class that wasn't used
David	Material	Wrote class
Michelle	Measurement	Wrote class
Jim	Measurement	Refactored class as an outer class instead of inner
Michelle	MeasurementType	Wrote enum
Caleb	Project	Wrote class
Caleb	ProjectManager	Wrote class
Caleb	ProjectType	Wrote enum
Michelle	Receipt	Wrote class
Caleb	Receipt - Receipt	Edited second constructor
Caleb	Setting	Wrote class
David	ShopSim	Wrote class
Caleb	Utility	Wrote most of class
David	Utility - ReadTextFile	Wrote method that reads text file and returns contents as String
Jim	GUI	Wrote class
Jim	MainFrame	Wrote class
Michelle	MainFrame - createSidePanel - createButton - createPanel	Added images and paths Added icons Added home and about page
Caleb	MainFrame	Refactored changing panels and added panel enumerator
Caleb	AboutPanel	Wrote class
Jim	DisplayPanel	Wrote class as a placeholder for code
Jim	GraphPanel	Wrote incomplete class that wasn't used

Michelle	HomePanel	Wrote class
Caleb	ProjectPanel	Wrote most of class
Michelle	ProjectPanel - AddReceiptsPanel - actionPerformed - openReceiptsPage	Wrote method Added piece of code to add a receipt Moved piece of code to method to be reused
Jim	ReportPanel	Wrote class
Michelle	SettingsPanel	Wrote class
David	ShopPanel	Wrote most of class
Caleb	ShopPanel - ShopPanel	Refactored shop items buttons actionlistener
David	MaterialTest	Wrote test
Jim	ProjectManagerTest	Wrote test
Michelle	ProjectTest	Wrote test
Michelle	ReadTextFileTest	Wrote test
Jim	ReceiptTest	Wrote test
Jim	(all)	Fixed encapsulation issues Added extra methods or inner classes to assist with the program
Michelle	(all)	Fixed missing Javadoc including @author credit and @version

# Build and Tests



## Test Logs

Report class log.

While testing the Report class, issues came out where the Receipt's title would appear as null. After checking the Receipt class, found that when initializing the Receipt class, it did not have its title updated. This resulted in a null value. As such, the values were fixed.

JLabel issue log.

When trying to display text using a JLabel, the text displays on the frame on a single line. However JLabels use HTML so we could display an HTML formatted string to insert new lines into a JLabel.



# Source Catalog

A catalog of the java files created in this iteration, including JUnit tests.

## **MAIN**

Main

## **MODEL**

Graph

Material

Measurement

MeasurementType

Project

ProjectManager

ProjectType

Receipt

Setting

ShopSim

Utility

## **VIEW**

GUI

MainFrame

## **PANEL**

AboutPanel

DisplayPanel

GraphPanel

HomePanel

ProjectPanel

ReportPanel

SettingsPanel

ShopPanel

## **TESTS**

MaterialTest

ProjectManagerTest

ProjectTest

ReadTextFileTest

ReceiptTest

\*source packages are in bold

## **Emergency Contacts**

Phone numbers of team members that will be available for up to one week after the iteration is complete in case of problems with the application.

Jim Phan                      (206) 370-4416

Caleb Wheeler              (360) 349-8532