# Comp 132 Project

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# **Overview of Class**

#### Content

Content class hold information and methods of contents.

#### Group

This class holds all information and methods could be used groups.

#### GroupPage

GroupPage class has all information and methods could be used in group pages.

#### <u>launcher</u>

This class is made to launch program.

#### **LoginPage**

LoginPage class holds all information and methods of launch page It enables to login or sign in.

#### Mainpage

This class holds all information and methods will be used in main page.

#### **Profile**

Profile class holds all information and methods which can be used in profile page.

#### User

This class holds all information and methods about users.

# Login Page





Users are welcomed with this frame. They have two options in this step. They can sign in or log in. Both buttons activate different executions.

Login Page: Login Execution

```
if (e.getSource() == loginBut) {
    user = User.findUser(String.valueOf(passwordField.getPassword()), nickField.getText());
    if (!user.equals(null)) {
        successLabel.setText("Succesfull");
        Mainpage mainframe = new Mainpage();
    } else {
        successLabel.setText("Try again!");
    }
}
```

After login button is activated, program enters the if block which is given bellow. findUser() method checks whether the password and nickname matches in database. If findUser() finds any user it returns User object. Program set static user variable to this returned object to use other executions. If user is null, program understand that password or nick field is incorrect. findUser() method is explained below

```
/**
 * This method is used to check password and nickname whether they are entered
 * correct or not.
 *
 * @param password - entered password in login page
 * @param nickname - entered nickname in login page
 * @return User or null is returned after this method. The returned User used to
 * hold information of logined user.

*/

public static User findUser(String password, String nickname) {
    for (User user : allusers) {
        if (user.nickname.equals(nickname)) {
            return user;
        }
        }
     }
     return null;
```

Login Page: Sign in Execution

```
} else if (e.getSource() == signBut) {

    frame.getContentPane().remove(LoginPaneL);
    getSigninPage();
    frame.getContentPane().add(signinPanel);
    frame.invalidate();
    frame.repaint();
    frame.setVisible(true);
```

If sign button is activated, it removes login panel and call getSiginPage(). Sig in panel is created in getSiginPage() and added to frame in if block. Frame is invalidate and repaint after panel added. getSiginPage() is shown and explained below.

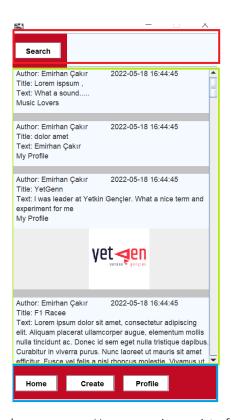
```
/**
 * getSigninPage()- method prepare the frame for sign in operations.
 */
public void getSigninPage() {
    signinPanel = new JPanel();
    signinPanel.setLayout(null);

    nicklabel = new JLabel("Nickname");
    nicklabel.setBounds(30, 60, 120, 25);
    signinPanel.add(nicklabel);

    nickField = new JTextField();
    nickField.setBounds(150, 60, 100, 25);
    signinPanel.add(nickField);

    namelabel = new JLabel("Name");
    namelabel.setBounds(30, 90, 120, 25);
    signinPanel.add(namelabel);
```

# Homepage



After login homepage welcomes users. Homepage is consist of three panel. The top panel contains search field and button. Center pane is scroll pane which enables to hold all contents. This panel is changing at group, profile and main page. Bottom panel enables us to visit profile page, create group or content or visit home page.

# Homepage: Create Content





After pressed create button new frame is opened via openCreationOptions() method, it ask users what they want to create. They have two options to create group or content. Program collect information via text fields, combo boxes.

```
| Creationphilans/ram = \text{tonspirions/ram = \text{
```

Above codes prepare panel to create content. Below "else if" block create content according to the values of selected image. If image is selected it has path to address image.

## Homepage: Display Content

When midPanel -which is at the center of frame- is wanted to create putContents() method is called by at JScrollPane constructor. putContents() creates an ArrayList takes all contents of attended group and followed users, after that

```
// creates midPane!
midPanet = new JScrollPane(putContents(), JScrollPane.VERTICAL_SCROLLBAR_ALMAYS,
midPanet.setPreferredSize(new Disension(30e, 528));
frame.add(midPanet, Bondet-Layout.CENTER);
```



After adding all contents to ArrayList, putContent() method creates JTextAreas for each content and add them to content panel. After adding all contents putContent() method returns content panel. This panel is used to create scroll pane during initialization of midPanel.

# **Profile Page**



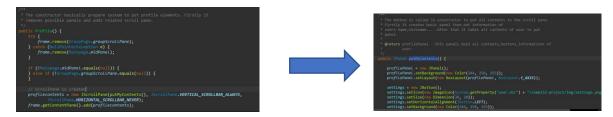


The main difference between homepage and profile page is center panel. Bottom and top panel is accessible through the application. After profile button is activated, it removes center panel and creates profile object.

```
public void actionPerformed(ActionEvent e) {
    // It opens profile page
    if (e.getSource() == profilebut) {
        frame.remove(midPaneL);
        Profile refreshProfile = new Profile();
}
```

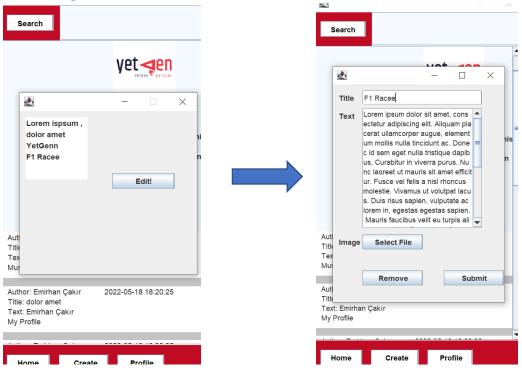
#### Profile Page: Display Content

In profile constructor scroll pane calls putMyContents() method which shares common features with putContent() method. The difference between these two method. putMyContents() also put some buttons -followers, following, groups, suggest me and edit content buttons-



After adding the panel which is returned by putMyContent() method, profile page is set up.

# Profile Page: Edit, Remove Content



Users select which content to edit, then edit frame is opened to make some change. If users want to remove content, they can click to remove button.

```
} //It shows content with their names, then selected content is edited.
else if (e.getSource() == editContentBut) {
    ArrayList<Content> contents = new ArrayList<Content>();
    ArrayList<String> contentstitle = new ArrayList<String>();

for (Content content : currentUser.getAllContent()) {
    contents.add(content);
    contentstitle.add(content.getTitle());
}

editFrame = new JFrame();
editFrame.setLayout(null);
editFrame.setDefaultCloseOperation(openSettingFrame.DISPOSE_ON_CLOSE);
editFrame.setSize(300, 300);
contentList = new JList(contentstitle.toArray());
```

When edit content button is triggered, the above if block is executed. It basically get all contents of title which is created by current user. Then, it puts them into JList to give selection opportunities to user.





After title is selected and clicked edit button, openeditPage() method is executed. It takes selected value as parameter. It creates frame to edit content, after changes is finished users clicked the submit button or they can remove content. These steps are given below with explanations.

```
}//It removes content from current user and content lists in Content class|
else if (e.getSource() == removeContent) {
    currentUser.getAllContent().remove(editedcontent);
    Content.getAllContentTitles().remove(editedcontent.getTitle());
    Content.getAllContent().remove(editedcontent.getTitle());
}
```



Profile Page: Display Followers, Following List





If follower button is clicked, openfollowers() method is called. It opens a frame with followers JList. Almost same steps are followed by openFollowings() method.

```
} // It calls openfollowers() method to show follower list.
else if (e.getSource() == follower) {
    openfollowers();
} // It calls openfollowings() method to show following list.
else if (e.getSource() == following) {
    openFollowings();
```

In openFollowings() method creates new frame put JList which contains followers' nickname. Almost same steps followed in openFollowers().

```
* The method constructs a new frame which have information of following list.

* It creates new frame firstly, then puts JList onto the frame.

* It creates new frame firstly, then puts JList onto the frame.

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* It creates new frame firstly, then puts JList onto the frame.

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* followingListFrame.set(groupList):

* followingListFrame.set(sinle(true):

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```



## Profile Page: Display Groups



After groups button is clicked the codes which is given bellow executed. Users have an ability to visit group via this frame.



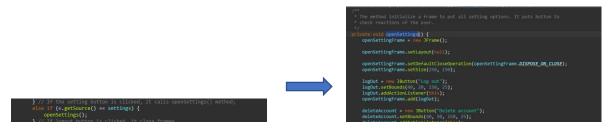
When "Groups" button is clicked openGroupList() is called, it opens frame with names of attended groups. There is "Go" button to visit group page. If this button is clicked, below codes executed, explanation gives in image.

## Profile Page: Modify Profile





After clicking edit buttons, settings options are showed. "Edit Account" button triggers to build frame to edit. After apply edition process is done.



If setting button is clicked openSettings() is called. openSettings() show all setting options such as edit , delete account or log out.



If "Edit Account" button is clicked openEditAccount() method is called. It has text fields and labels to taka change of user. After "Apply" button changes are done.

```
} // It takes verification for changes, then sets changes.
else if (e.getSource() == applyBut) {
        currentUser.setName(nameField.getText());
        currentUser.setSurname(surnameField.getText());
        currentUser.setAge(Integer.valueOf(ageField.getText()));
        if (newImage != null) {
              currentUser.setSelectedPhoto(newImage.toPath().toString());
        }
        editAccountFrame.dispose();
        openSettingFrame.dispose();
```

#### Profile Page: Log Out Account

Users access settings panel and choose "log out" button. This process is explained below how settings panel is opened.

```
} // If logout button is clicked, it close frames.
else if (e.getSource() == logOut) {
    openSettingFrame.dispose();
    frame.dispose();
    LoginPage restart = new LoginPage();
```

After logout button is activated, current frame is disposed, and login page is created again. Execution continues from login page.

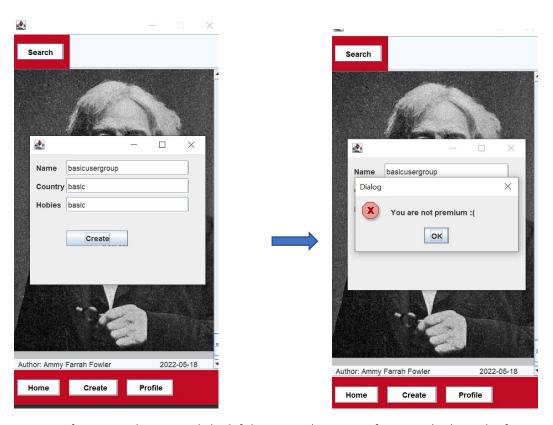
#### Profile Page: Delete Account

```
} // If deleteAccount is activated, it removes user from all user.
else if (e.getSource() == deleteAccount) {
    User.alLusers.remove(currentUser);

    openSettingFrame.dispose();
    frame.dispose();
    LoginPage restart = new LoginPage();
```

User access to settings panel and selects "Delete Account" button. Delete Account button removes current user from allusers which hold all registered users. It creates login page object to continue execution.

## Profile Page: Create Group



After create button is clicked if the user select group from combo box. The frame to create group opens. If user is premium, it cannot create group. If else block checks whether user is premium or not.

# **Group Page**

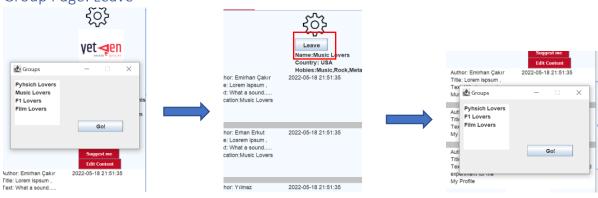
Group Page: Display Group Information



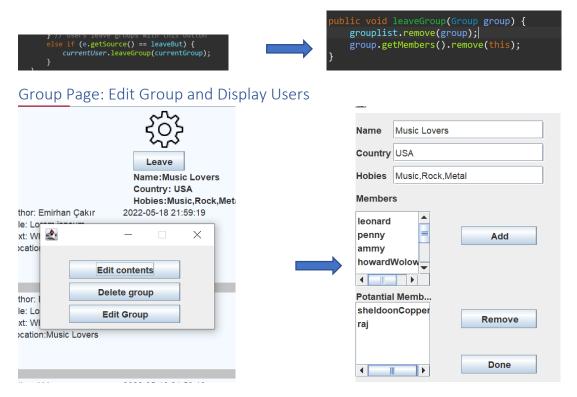
Group page is built according to the argument in constructor. The parameter is selected by current user. Almost same steps of profile page are followed in this class. Just instead of taking information of current user's information or contents, program takes group's contents and information.



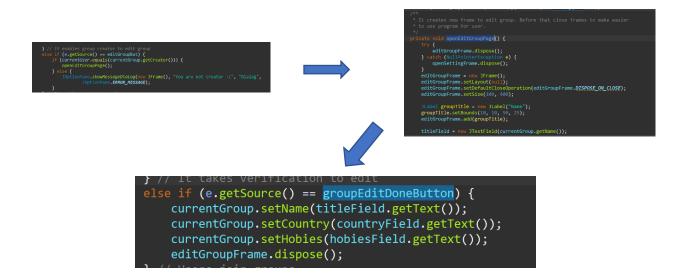




After leave button is pressed below codes are executed. Leave group method is called, it removes group from the group list of user and remove user from the member of group.



After "Edit Group" button is pressed, creator could display users, edit information of the group. If they are not creator they will not able open edit page.



#### Notes

More information for classes and methods Javadoc could be checked which locates in same file.

#### References

1. <a href="https://docs.oracle.com/javase/7/docs/api/javax/swing/JPanel.html">https://docs.oracle.com/javase/7/docs/api/javax/swing/JPanel.html</a>

- 2. <a href="https://docs.oracle.com/javase/7/docs/api/javax/swing/JScrollPane.html">https://docs.oracle.com/javase/7/docs/api/javax/swing/JScrollPane.html</a>
- 3. <a href="https://docs.oracle.com/javase/7/docs/api/javax/swing/package-summary.html">https://docs.oracle.com/javase/7/docs/api/javax/swing/package-summary.html</a>
- 4. https://docs.oracle.com/javase/8/docs/api/java/awt/Color.html