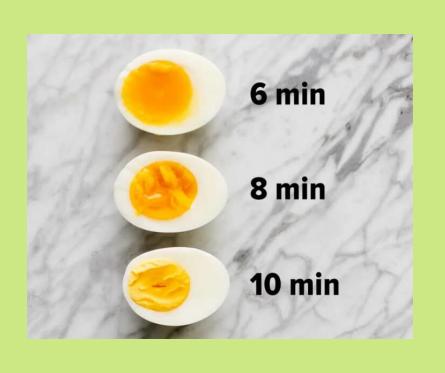


BOILED EGGTIMER

By Manar, Mark, & Emma

APPLICATION OVERVIEW

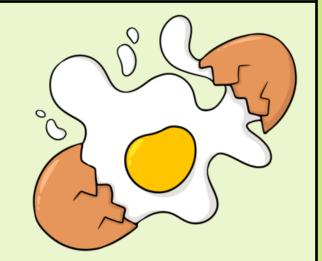


- 1. Purpose: assist in cooking food to ideal level
- 2. Useful as to not over/under cook boiled eggs
- 3. Provides timer based upon preference selected by user



BUILDING OUR APPLICATION

Who did what?



- Egg.java
- Timer.java
- App.java (main/GUI)
- UML diagram
- Integration
- Testing/debugging
- README file

BoiledEgg

- type: String
- boilTime: int
- void setBoilTime(String type)
- + getBoilTime()
- + getType()

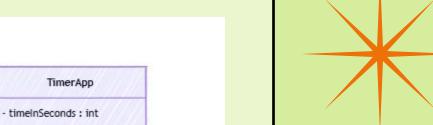


+ TimerApp(int minutes)

+ void start()

App

- Label timerLabel
- Button startButton
- Button stopButton
- ComboBox<String> eggTypeComboBox
- ProgressBar progressBar
- Timer timer
- boolean timerRunning
- + start(Stage primaryStage): void
- startTimer(): void
- stopTimer(ActionEvent event): void
- resetUI(): void
- showNotification(NotificationCallback): void
- getStage(): Stage
- + main(String[] args) : void



UML DIAGRAM

WHAT WE LEARNED

- Designing and implementing a GUI on a project of our choosing
- Using Github for collaboration
- Figuring out how to divvy up work so that everyone gets to contribute
- Effective group communication





EGGTIMER DEMO!

https://github.com/emmamaew/FinalProjectTimer.git

Questions?

