Burnett's Landscaping

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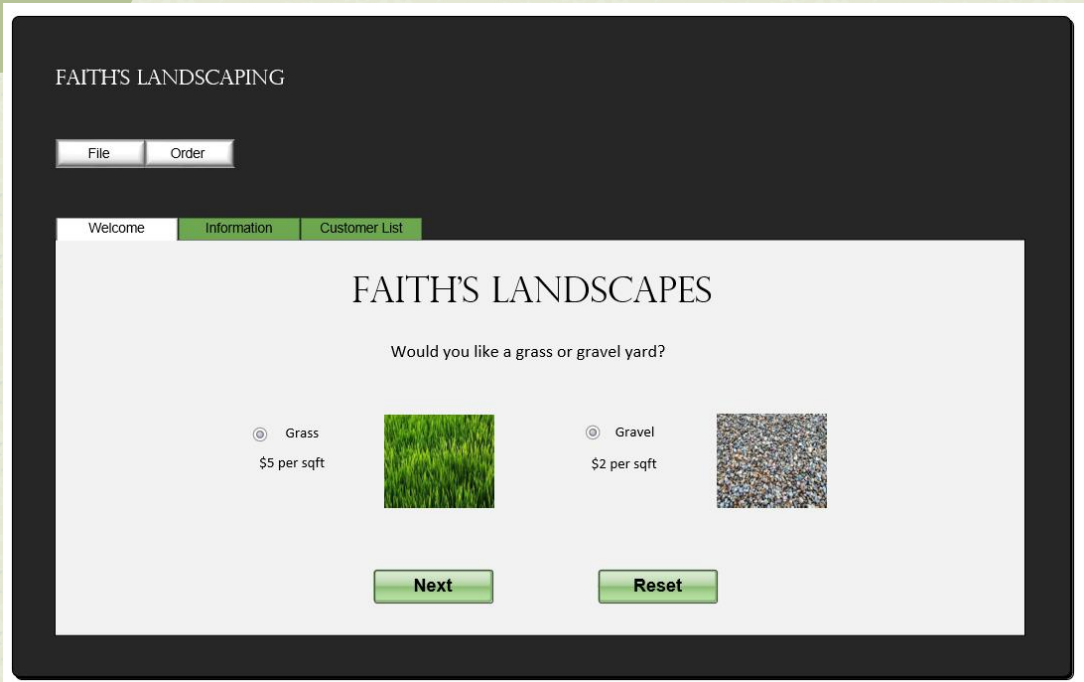
Introduction

Part 1	Design application by building wireframe and uml diagram
Part 2	Begin creating the GUI starting with the information page
Part 3	Continue building out the GUI by creating the welcome page
Part 4	Combining frames into single frame using panels and creating the customer page
Part 5	Setup file storage to track orders and customer information
Part 6	Setup database for storing orders and customer information to replace file storage

Design

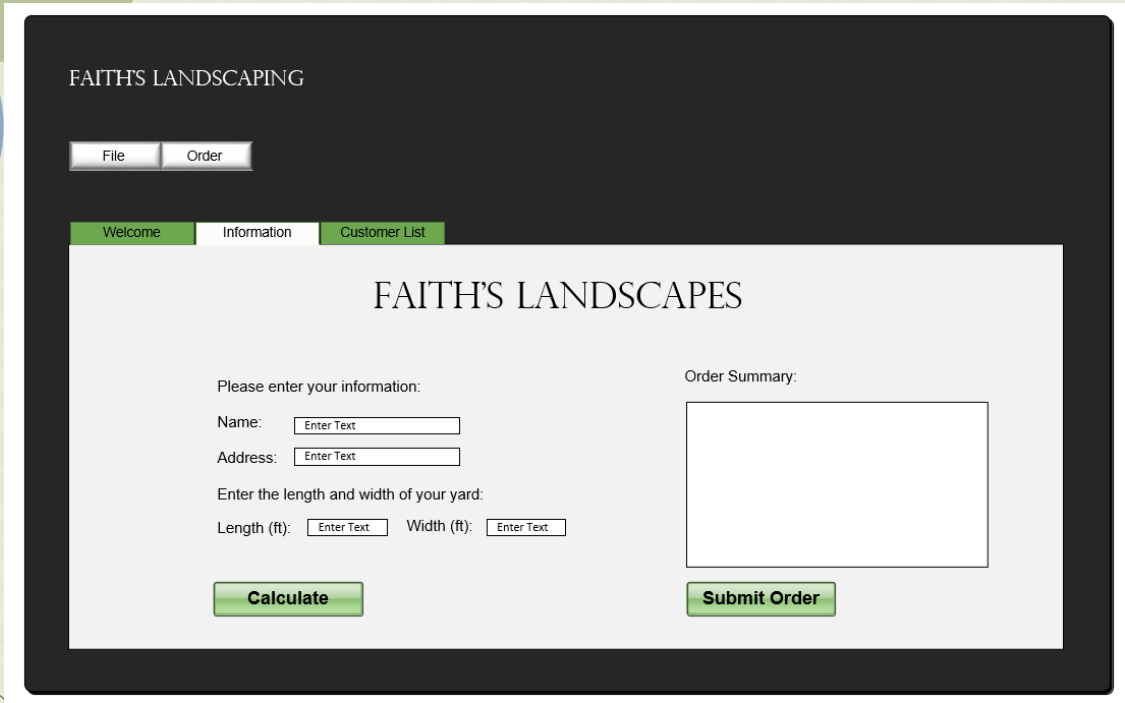
- Create wireframe to map out components location and to serve as a guide in the design process
- Create UML diagram to organize data to serve as a guide for building classes and storing data in either file or database

Wireframe



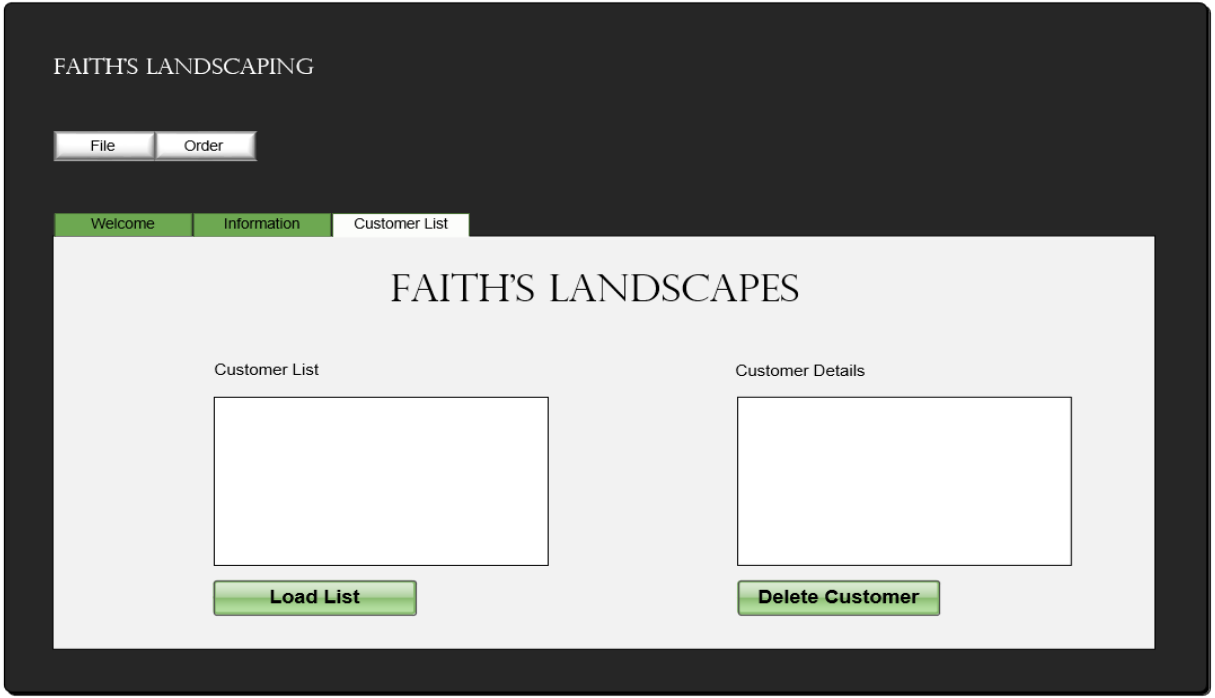
- The welcome page is the first pane created
- Radio buttons are added to give customer landscaping option
- To navigate panes the next button is added
- Reset will be used to unselect radio button for fresh order

Wireframe



- The information pane is created
- Labels and textfields are added for customer information to be entered
- Calculate button is needed for creating the order total and for displaying details

Wireframe



- The customer details page is created
- Listbox is needed to display individual customers
- Textarea is needed to display customer order details
- To retrieve customers the load list button is added
- Delete button will be needed to delete customer after selection

UML

- In the customer class the customer must include yard specifications and location as well as name and the totalCost attribute to store the cost of an order
- To display details for user we need a method for outputting the details and retrieving the details
- In the data class we need attributes for database connection including name of the database and login information
- Methods to add, delete and retrieve customers are needed for the data class

Welcome Page

- Create a new Jframe for entering customer order options
- Create navigation from frame to frame
- Perform a reset on selected options for new order

Select Option

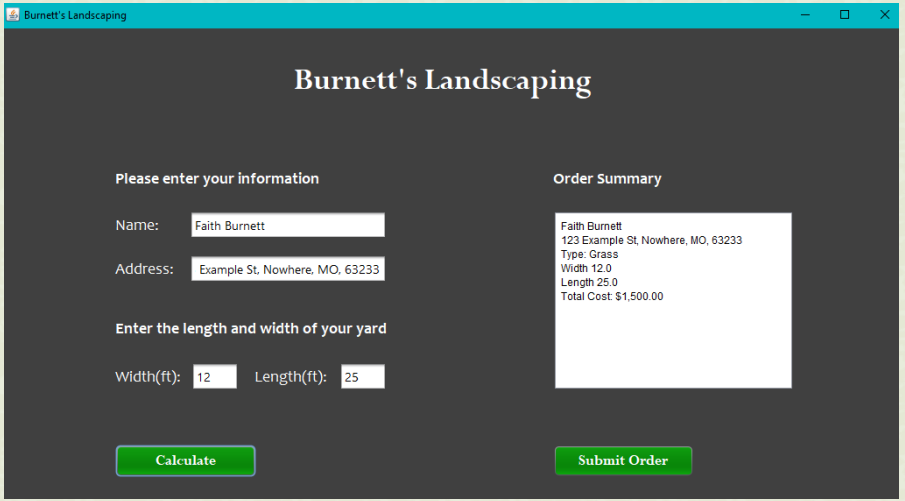
The user will select a landscape option when next is pressed you are directed next frame to enter customer information and calculate order details. If reset is hit option selected is cleared for a fresh order to be placed.

Information Page

- Using the UML class diagram for customer build a java class
- Create a new Jframe for entering customer order information
- Create an instance of the customer object
- Perform validation on input fields from JFrame

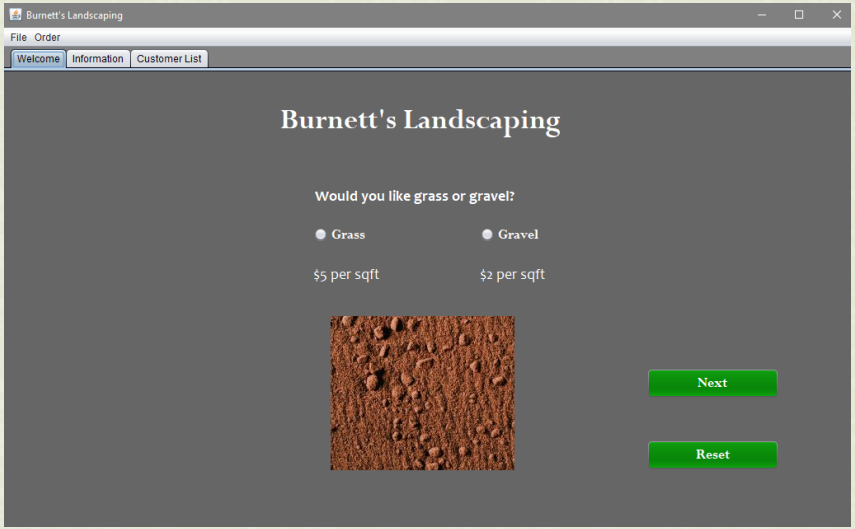
Preparing Order

At this stage of the application user input is retrieved and the cost of the order is calculated and displayed when calculate button is pressed. Submit is not functional at this time.



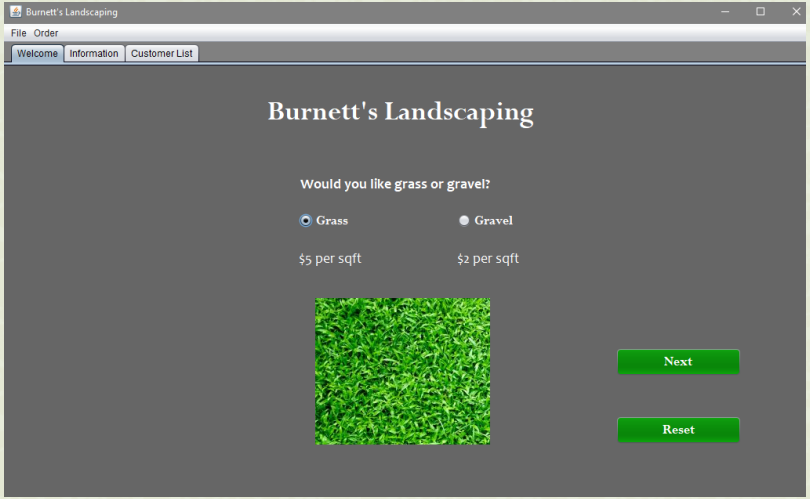
Completed Design

After adding a menu bar and tabbed panel all frames are now included in this one frame.

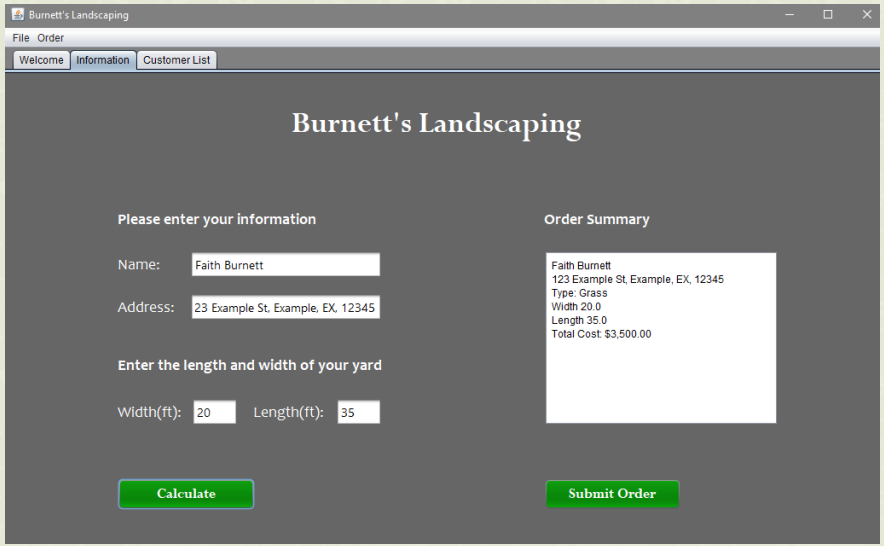


Current Functionality

When the application is opened the user has the option to select a grass landscape or gravel landscape then the user will hit next.



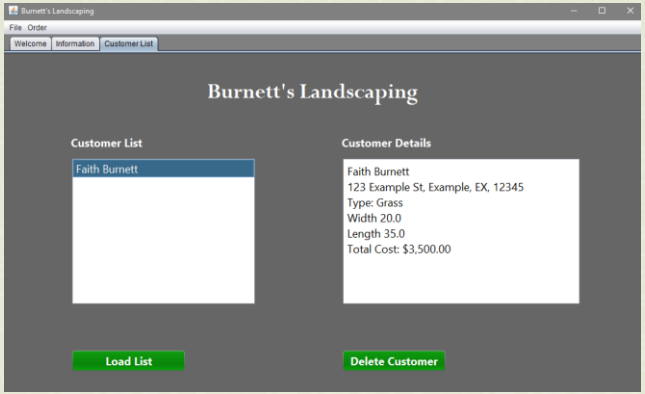
Current Functionality cont..



From the welcome page the user is navigated to the information page where customer details are entered an the price of the order is calculated by pressing calculate. Once submit order is pressed they are navigated to the customer page.

Current Functionality cont..

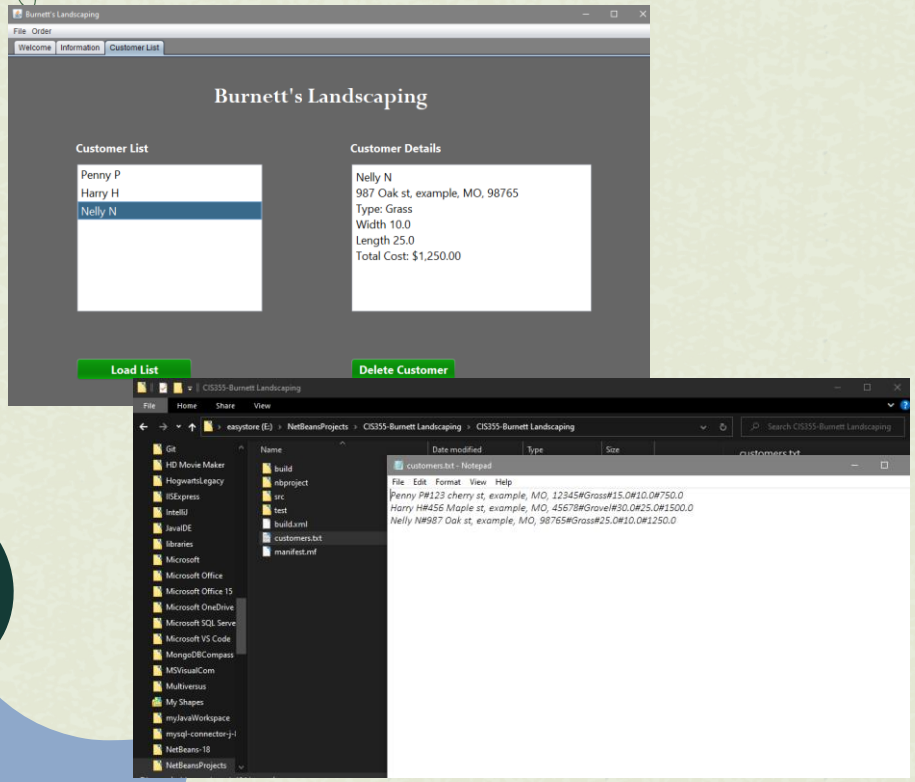
From the information page here the customer that was added is displayed and the details of the order are displayed. When you select a customer from the list you can hit delete and that customer order will be deleted.



File Storage

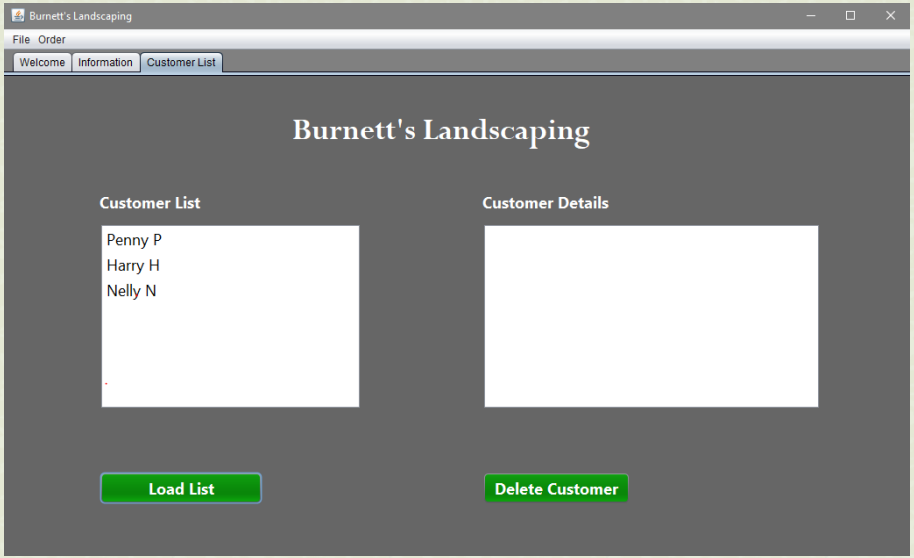
- Using the UML diagram create the DataIO class it will be used to store details of each order

Saving to File



The order is submitted from the information page then displayed on the customer page. At the same time the data is being saved to a local text file.

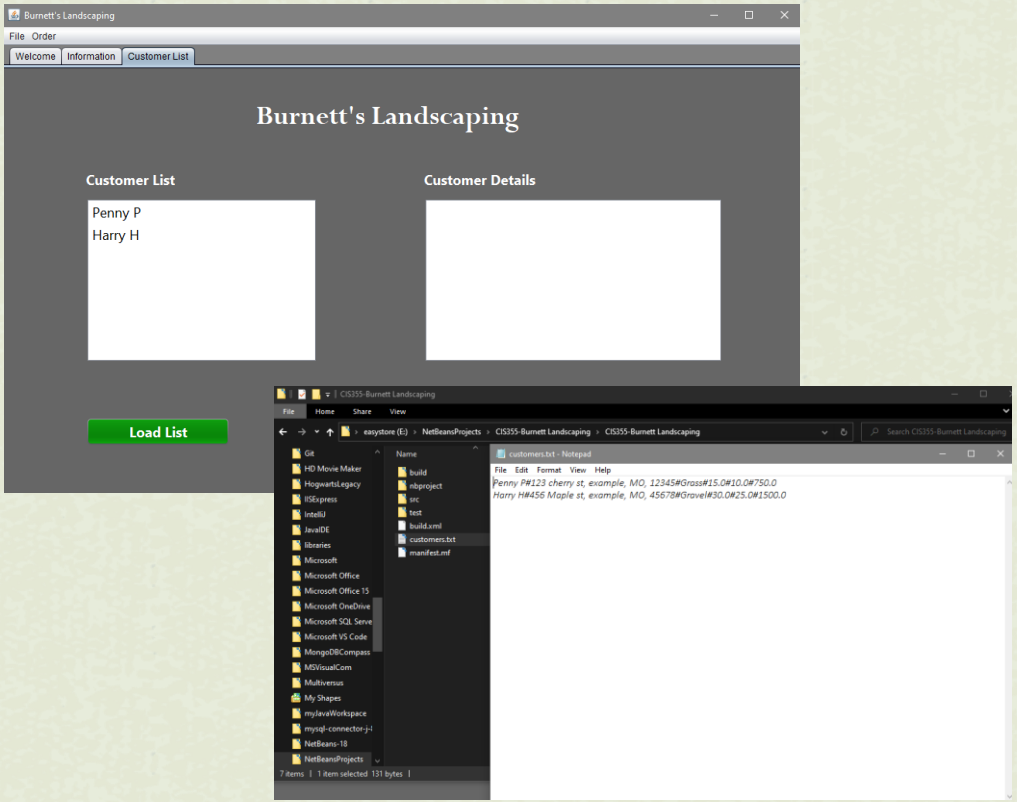
Load Customer



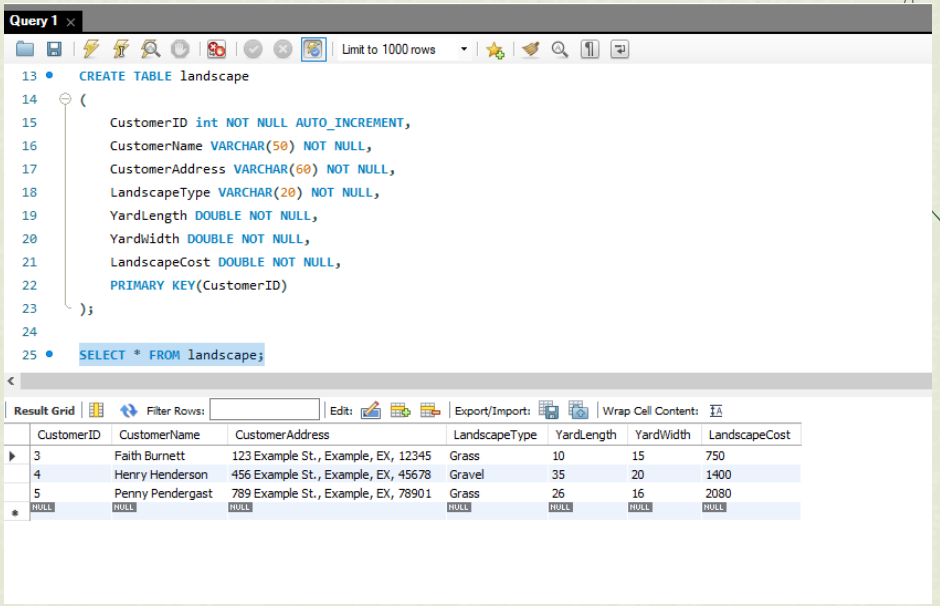
If you open the application and go straight to the customer page you can hit load list and the customer data is retrieved from the text file and displayed.

Delete Customer

Now that the customers are loaded if you select one and hit delete the customer is deleted from the list and the text file.

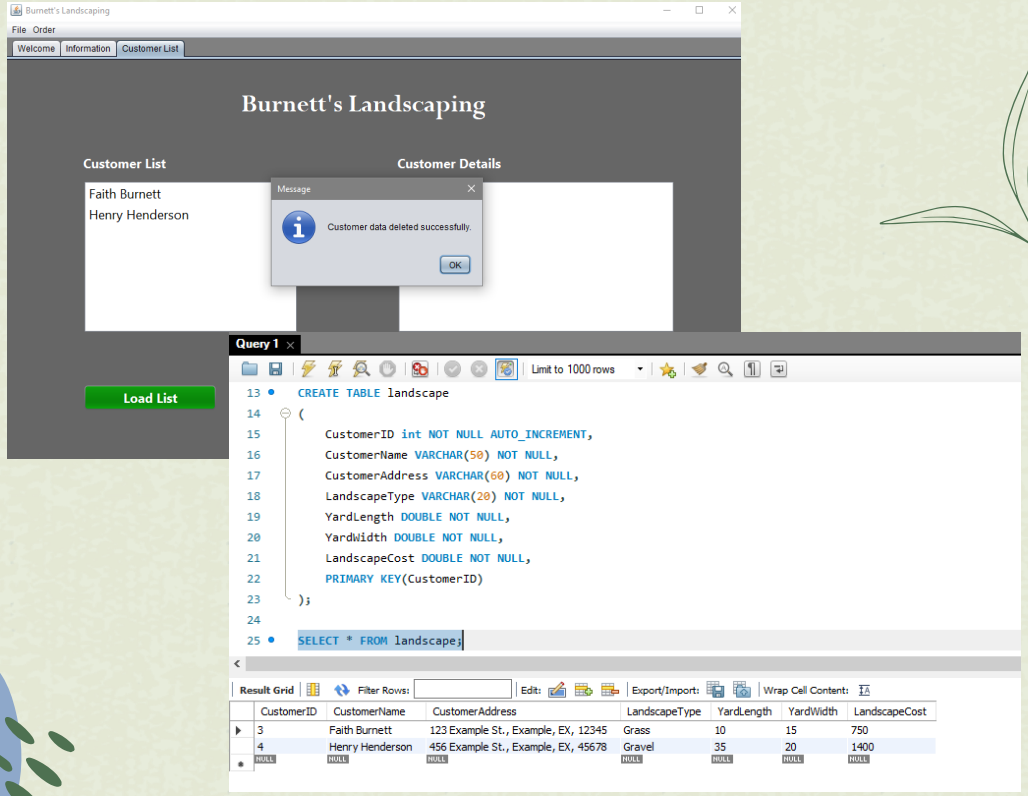


Switch Storage Method



In this part we have created a connection to a MySQL database and instead of saving the customer object to a text file we'll be saving it to the landscape table inside of the database.

Loading and Deleting



As before with the text file we can load customers and delete them and changes are made in both the list and the database.

Challenges

- Making sure components were named to uniquely so that I could remain organized
- Remembering to add comments so that someone else could know what each block does

Skills

- Using OOP principles
- Designing wireframe
- Creating UML diagrams
- Debugging
- Building a GUI

Thanks!

Do you have any questions?

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