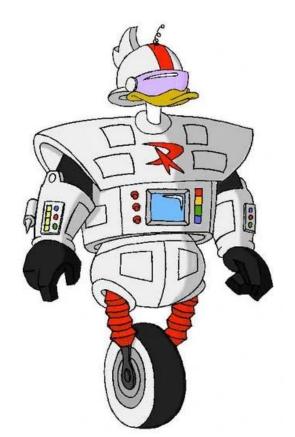
Zwischenpräsentation

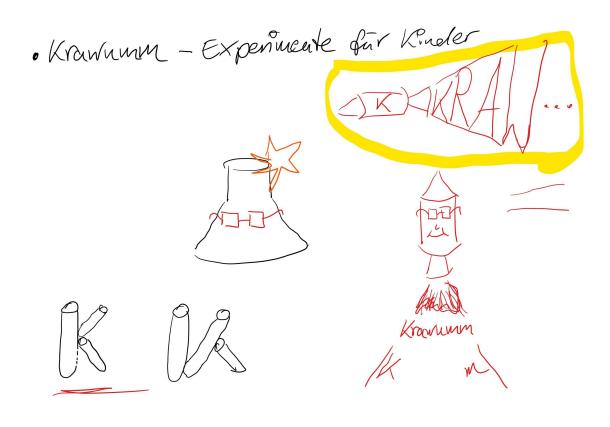
Marlene Bauch, Jessica Eckardtsberg, Johannes Otto, Michel Rost "JOEMIA Group"

Gliederung

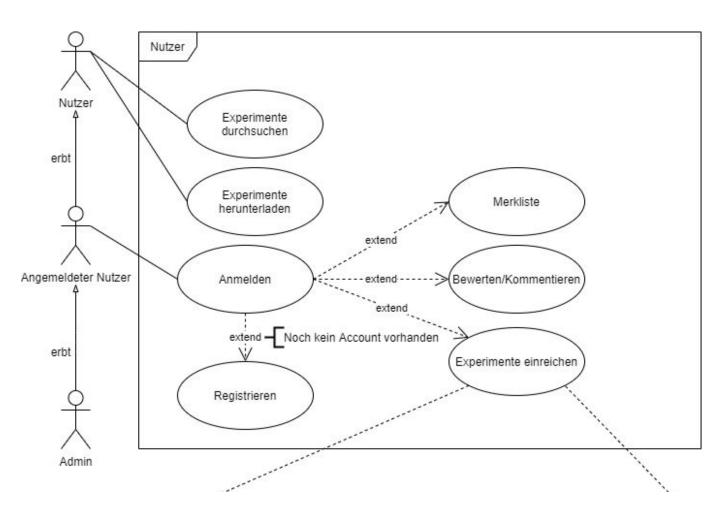
- Namensfindung
- Use Case
- Klassendiagramm
- Lessons learned
- Kommende Schritte

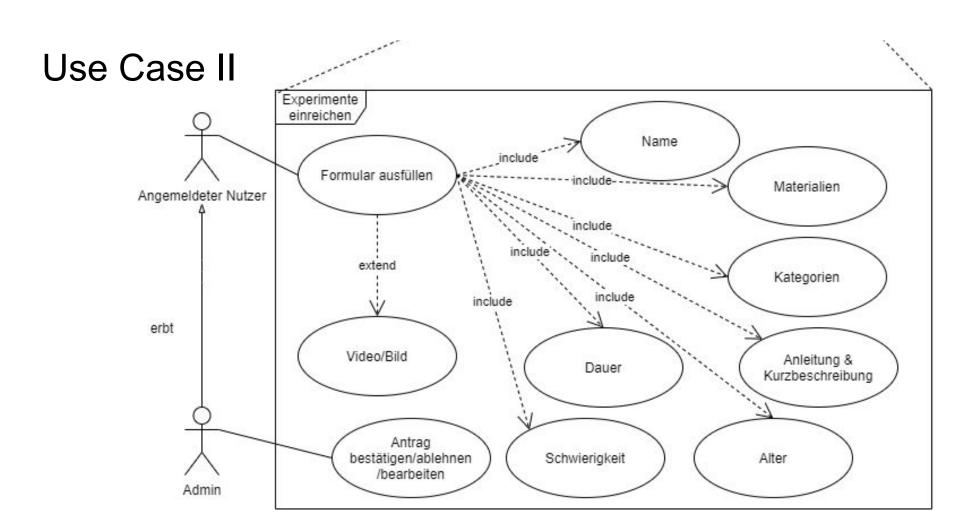
Namensfindung





Use Case I





Klassendiagramm

Registered User - UserName (String) - E-Mail (String) - Password (String) - IsCreator (Bool) sentForms (Array) - Bookmarks (Array) + sendForm() + rate() + comment() + deleteComment() + Setter+Getter() + logOut() + deleteAcc() + changePassword() + addToBookmarks () + removeFromBookmarks() Admin + deleteUser() + releaseExperiments()

+ deleteForm()

Experiment - Name (String) - Video (String) - Material (Array) - Pictures (Array) Rating (Float) - Creator (RegisteredUser) - Comments (Array) - Categories (Array) - Age (int) - Description (String) 500 Z - Instruction(Array) - Duration (float) - Difficulty (int) + download() + Setter+Getter()

Main	
+ main ()	- 1
+ register ()	-1
+ login()	-1
+ search ()	- 1
+ showExperiment ()	- (
+ sort ()	- /
	-1
Comment	- 1
- Text (String) max. 1000 Z	- 1
- Pictures (Array)	-1
- Commentator (RegUser)	- (
- Date (Datetime)	+

+ Setter+Getter()

Form	
- Name (String)	
- Material (Array)	
- Description (String)	
- Pictures (Array)	
- Categories (Array)	
- Age (int)	
- Duration (float)	
- Difficulty (int)	
- Video (String)	
- Instruction (Array)	
- Creator (RegisteredUse)
+ Setter+Getter()	_

Lessons learned

- Main-Methode muss so aussehen:
 public static void main(String[] args)
- in Java macht man keine übersichtliche Klammerung
- Johannes wird immer vom Computer geärgert

Kommende Schritte

- Klassen mit Attributen und Methoden implementieren
- und testen
- NICHT VERZWEIFELN! Johannes hilft

Vielen Dank für die Aufmerksamkeit!