

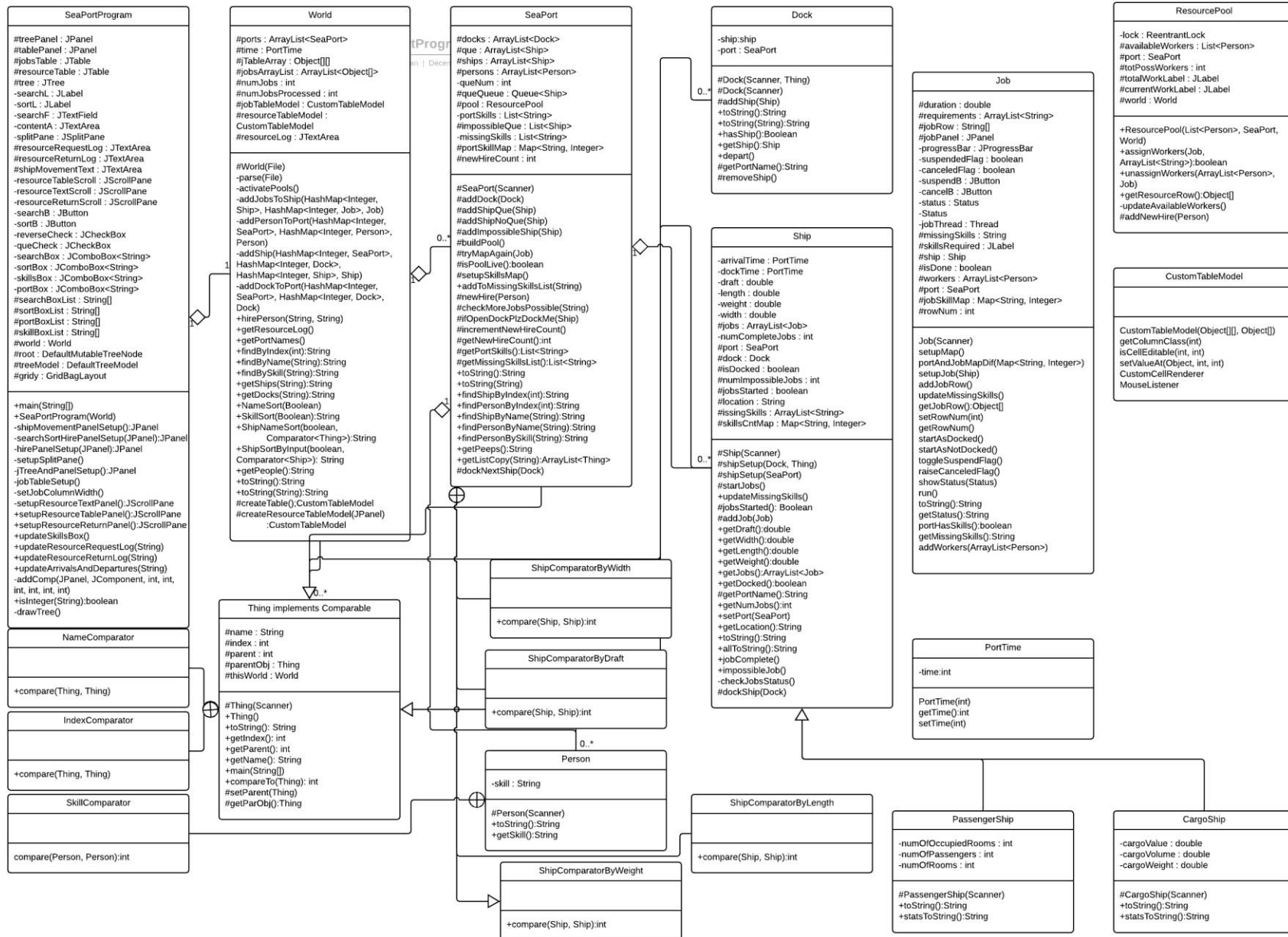
Zachary Finnegan

12/14/2019

Project 4

CMSC 335

1. Design



2. User's Guide

- a. Add the package to your IDE path. Import it to your IDE and then press run. Select the SeaPortData.txt when the JFileChooser pops up and then search and sort to your hearts content.
- b. Version 4 Capability:
 - i. Tracks ship arrivals and departures to and from docks/ports.
 - ii. Tracks how many people each port has and how many of those are currently available for assignment in the Resource Table.
 - iii. Tracks all requests for workers made by jobs and displays if the requests were granted or denied. I only display the first denial so as not to flood the log with denial requests.
 - iv. The jobs table has progress bars that update while status is running. The status is updated in realish time. The cancel button stops the thread. Job requirements are display in the table as will.
 - v. Tracks when jobs return resource and which resource those are.
 - vi. Allows for ports to "hire" new people with specific skills so once impossible jobs can be completed. The returns log will display when a new hire is hired and the Resource Table will update to show that the total possible workers at the port has increased. Jobs that were impossible will update to running, waiting or suspended depending on the internal state of the program.

3. Test Plan

- a. This table will only represent new functionality. See previous documentation to see test cases for the original program, version 2 and version 3 of the program.

Test	Input	Expected Output	Screenshot Output	Pass?
Whole Thing	Start the program	Jobs will run, progress bar will update, logs will update	Below	Yes

Sea Port Program

Search, Sort and Hire Panel

Search:
Name

Search

Sort:
Name
☐ Reverse ☐ Queued
Sort

Port to Hire:

Needed Skills:

Hire

File DataResource TrackingArrivals and Departures

The World

- Mucuripe
- Djen_Djen
- Dampier
- Montoir
- Delta_Port
- Pago_Pago
- Onahama
- Laem_Chabang

>>>>The World:
SeaPort: Mucuripe 10006
Dock: Pier_67 20067
Ship: Passenger Ship: Cognates 30134
No Jobs.
Dock: Pier_58 20058
Ship: Passenger Ship: Assiduity 30125
Jobs:
-Job: Job_97_37_80 60389 Duration: 75.44 Requirements: []
Dock: Pier_53 20053
Ship: Passenger Ship: Moxibustion 30120
Jobs:
-Job: Job_88_94_91 60382 Duration: 81.13 Requirements: [crew]
-Job: Job_83_19_77 60383 Duration: 57.33 Requirements: [crew, electrician, painte
Dock: Pier_70 20070
Ship: Cargo Ship: Thready 40134
Jobs:
-Job: Job_23_80_95 60421 Duration: 62.52 Requirements: [craneOperator, janitor]
Dock: Pier_65 20065
Ship: Passenger Ship: Implorer 30139
Jobs:
-Job: Job_90_34_61 60403 Duration: 51.72 Requirements: []
-Job: Job_27_95_38 60402 Duration: 22.85 Requirements: []
Dock: Pier_59 20059
Ship: Passenger Ship: Snowcaps 30126
Jobs:
-Job: Job_20_59_98 60390 Duration: 42.01 Requirements: [engineer]
-Job: Job_49_39_76 60391 Duration: 110.88 Requirements: [mechanic, carpenter,

Job Progress Table

Port	Ship	Job	Needed Skills	Progress	Status	Cancel
Mucuripe	Isobaric	Job_86_29_25	{inspector=1}	0%	Impossible	Cancel
Mucuripe	Moxibustion	Job_88_94_91	{crew=1}	45%	Running	Cancel
Mucuripe	Moxibustion	Job_83_19_77	{painter=1, electrician=1, crew=1}	0%	Impossible	Cancel
Mucuripe	Stums	Job_73_72_58	{mate=1}	0%	Suspended	Cancel
Mucuripe	Spinosely	Job_71_82_47	{captain=1, crew=1}	0%	Impossible	Cancel
Mucuripe	Spinosely	Job_45_51_25	{clerk=1, painter=1, driver=1, mechanic=1}	0%	Impossible	Cancel
Mucuripe	Leathering	Job_94_77_56	{mechanic=1, inspector=1}	0%	Impossible	Cancel
Mucuripe	Leathering	Job_69_24_67	{carpenter=1}	33%	Running	Cancel
Mucuripe	Cricks	Job_65_20_54	{driver=1, cleaner=1}	0%	Suspended	Cancel
Mucuripe	Cricks	Job_17_12_56	{}	86%	Running	Cancel
Mucuripe	Cricks	Job_31_44_66	{captain=1, inspector=1}	0%	Impossible	Cancel
Mucuripe	Accuser	Job_76_43_56	{stevedore=1, cleaner=1}	37%	Running	Cancel
Mucuripe	Implorer	Job_90_34_61	{}	72%	Running	Cancel
Mucuripe	Implorer	Job_27_95_38	{}	100%	Done	Cancel
Mucuripe	Magniloquence	Job_56_36_36	{painter=1, engineer=1}	0%	Impossible	Cancel
Mucuripe	Assiduity	Job_97_37_80	{}	49%	Running	Cancel
Mucuripe	Diseasing	Job_83_76_26	{}	60%	Running	Cancel
Mucuripe	Spates	Job_77_85_32	{}	97%	Running	Cancel
Mucuripe	Spates	Job_44_40_52	{clerk=1, mate=1}	0%	Impossible	Cancel
Mucuripe	Victim	Job_93_16_41	{clerk=1}	0%	Impossible	Cancel
Mucuripe	Snowcaps	Job_20_59_98	{engineer=1}	88%	Running	Cancel
Mucuripe	Snowcaps	Job_49_39_76	{mechanic=1, craneOperator=1, carpenter=1}	0%	Suspended	Cancel
Mucuripe	Cuprous	Job_97_54_81	{cleaner=1, craneOperator=1}	0%	Suspended	Cancel
Mucuripe	Cuprous	Job_11_75_88	{mate=1, inspector=1, craneOperator=1, engineer=1}	0%	Impossible	Cancel
Mucuripe	Cuprous	Job_72_23_32	{driver=1, stevedore=1, captain=1, crew=1}	0%	Impossible	Cancel
Mucuripe	Subcivilizations	Job_67_88_52	{electrician=1}	0%	Suspended	Cancel
Mucuripe	Thready	Job_23_80_95	{craneOperator=1, janitor=1}	60%	Running	Cancel
Mucuripe	Reencounter	Job_28_48_34	{electrician=1, mate=1}	31%	Running	Cancel
Mucuripe	Oversees	Job_90_98_68	{painter=1, craneOperator=1, crew=1}	0%	Waiting turn	Cancel

Sea Port Program

Search, Sort and Hire Panel

Search:

Sort:

☐ Reverse☐ Queued

Port to Hire:

Needed Skills:

File Data

Resource Tracking

Arrivals and Departures

Workers

Port	Total	Available
Mucuripe	14	6
Djen Djen	8	5
Dampier	6	4
Montoir	9	6
Delta Port	10	7
Pago Pago	13	10
Onahama	9	8
Laem Chab...	10	7

Resource Return and Addition Log

Reship returned workers with skills: [mate]
Reinstall returned workers with skills: [janitor]
Advocatory returned workers with skills: [mate, painter]
Snowcaps returned workers with skills: [engineer]
Masked returned workers with skills: [craneOperator]
Posthypnotically returned workers with skills: [painter, painter]
Guzzlers returned workers with skills: [cleaner]
Wordings returned workers with skills: [driver]
Permeable returned workers with skills: [clerk, captain, mechanic, pa

Resource Request Log

Request made by Quieters's Job_93_15_19 for workers with skills: [janitor]
DENIED
Request made by Quieters's Job_44_55_47 for workers with skills: [carpenter, carpenter]
DENIED
Request made by Oxyhydrogen's Job_53_29_54 for workers with skills: [mate]
GRANTED
Request made by Advocatory's Job_19_97_93 for workers with skills: [janitor, craneOperator]
GRANTED
Request made by Reinfect's Job_76_91_48 for workers with skills: [painter]
GRANTED
Request made by Tobogganed's Job_57_28_22 for workers with skills: [stevedore]
DENIED
Request made by Hierophant's Job_27_51_52 for workers with skills: [mate, cleaner, cleaner]
DENIED
Request made by Monochromes's Job_33_10_32 for workers with skills: [electrician]
GRANTED
Request made by Doubtless's Job_31_59_17 for workers with skills: [engineer]
DENIED
Request made by Viperine's Job_21_71_76 for workers with skills: [craneOperator]
GRANTED

Job Progress Table

Port	Ship	Job	Needed Skills	Progress	Status	Cancel
Mucuripe	Isobaric	Job_86_29_25	{inspector=1}	0%	Impossible	Cancel
Mucuripe	Moxibustion	Job_88_94_91	{crew=1}	76%	Running	Cancel
Mucuripe	Moxibustion	Job_83_19_77	{painter=1, electrician=1, crew=1}	0%	Impossible	Cancel
Mucuripe	Shums	Job_73_72_58	{mate=1}	0%	Suspended	Cancel
Mucuripe	Spinosely	Job_71_82_47	{captain=1, crew=1}	0%	Impossible	Cancel
Mucuripe	Spinosely	Job_45_51_25	{clerk=1, painter=1, driver=1, mechanic=1}	0%	Impossible	Cancel
Mucuripe	Leathering	Job_94_77_56	{mechanic=1, inspector=1}	0%	Impossible	Cancel
Mucuripe	Leathering	Job_69_24_67	{carpenter=1}	55%	Running	Cancel
Mucuripe	Cricks	Job_65_20_54	{driver=1, cleaner=1}	0%	Suspended	Cancel
Mucuripe	Cricks	Job_17_12_56	{}	100%	Done	Cancel
Mucuripe	Cricks	Job_31_44_66	{captain=1, inspector=1}	0%	Impossible	Cancel
Mucuripe	Accuser	Job_76_43_56	{stevedore=1, cleaner=1}	61%	Running	Cancel
Mucuripe	Implorer	Job_90_34_61	{}	100%	Done	Cancel
Mucuripe	Implorer	Job_27_95_38	{}	100%	Done	Cancel
Mucuripe	Magniloquence	Job_56_36_36	{painter=1, engineer=1}	0%	Impossible	Cancel
Mucuripe	Assiduity	Job_97_37_80	{}	82%	Running	Cancel
Mucuripe	Diseasing	Job_83_76_26	{}	67%	Running	Cancel
Mucuripe	Spates	Job_77_85_32	{}	100%	Done	Cancel
Mucuripe	Spates	Job_44_40_52	{clerk=1, mate=1}	0%	Impossible	Cancel
Mucuripe	Victim	Job_93_16_41	{clerk=1}	0%	Impossible	Cancel
Mucuripe	Snowcaps	Job_20_59_98	{engineer=1}	100%	Done	Cancel
Mucuripe	Snowcaps	Job_49_39_76	{mechanic=1, craneOperator=1, carpenter=1}	0%	Suspended	Cancel
Mucuripe	Cuprous	Job_97_54_81	{cleaner=1, craneOperator=1}	0%	Suspended	Cancel
Mucuripe	Cuprous	Job_11_75_88	{mate=1, inspector=1, craneOperator=1, engineer=1}	0%	Impossible	Cancel
Mucuripe	Cuprous	Job_72_23_32	{driver=1, stevedore=1, captain=1, crew=1}	0%	Impossible	Cancel
Mucuripe	Subcivilizations	Job_67_88_52	{electrician=1}	0%	Suspended	Cancel
Mucuripe	Thready	Job_23_80_95	{craneOperator=1, janitor=1}	99%	Running	Cancel
Mucuripe	Reencounter	Job_28_48_34	{electrician=1, mate=1}	52%	Running	Cancel
Mucuripe	Oversees	Job_90_98_68	{painter=1, craneOperator=1, crew=1}	0%	Impossible	Cancel

Sea Port Program

Search, Sort and Hire Panel

Search:

Name

Search

Sort:

Name

☐ Reverse

☐ Queued

Sort

Port to Hire:

Needed Skills:

Hire

File Data

Resource Tracking

Arrivals and Departures

Hallowed departed dock Pier_43 due to missing skills. Will wait in port queue for new hires.

Viperine arrived at port Laem_Chabang dock Pier_43.

Firemen departed dock Pier_8 due to missing skills. Will wait in port queue for new hires.

Blossomed arrived at port Djen_Djen dock Pier_8.

Thready departed from port Mucuripe dock Pier_70. Jobs Complete.

Spouter arrived at port Mucuripe dock Pier_70.

Spouter arrived at port Mucuripe dock Pier_70 and immediately departed. No jobs needed completed.

Classifiable arrived at port Mucuripe dock Pier_70.

Tucked departed from port Dampier dock Pier_1. Jobs Complete.

Bear arrived at port Dampier dock Pier_1.

Expatriated departed from port Laem_Chabang dock Pier_42. Jobs Complete.

Henpecks arrived at port Laem_Chabang dock Pier_42.

Henpecks departed dock Pier_42 due to missing skills. Will wait in port queue for new hires.

Describing arrived at port Laem_Chabang dock Pier_42.

Describing arrived at port Laem_Chabang dock Pier_42 and immediately departed. No jobs needed completed.

Rabbles arrived at port Laem_Chabang dock Pier_42.

Imbed departed dock Pier_34 due to missing skills. Will wait in port queue for new hires.

Prophylactics arrived at port Delta_Port dock Pier_34.

Assiduity departed from port Mucuripe dock Pier_58. Jobs Complete.

Germanies arrived at port Mucuripe dock Pier_58.

Monochromes departed from port Djen_Djen dock Pier_17. Jobs Complete.

Northeasterly arrived at port Djen_Djen dock Pier_17.

Job Progress Table

Port	Ship	Job	Needed Skills	Progress	Status	Cancel
Mucuripe	Isobaric	Job_86_29_25	{inspector=1}	0%	Impossible	Cancel
Mucuripe	Moxibustion	Job_88_94_91	{crew=1}	98%	Running	Cancel
Mucuripe	Moxibustion	Job_83_19_77	{painter=1, electrician=1, crew=1}	0%	Impossible	Cancel
Mucuripe	Slums	Job_73_72_58	{mate=1}	0%	Suspended	Cancel
Mucuripe	Spinosely	Job_71_82_47	{captain=1, crew=1}	0%	Impossible	Cancel
Mucuripe	Spinosely	Job_45_51_25	{clerk=1, painter=1, driver=1, mechanic=1}	0%	Impossible	Cancel
Mucuripe	Leathering	Job_94_77_56	{mechanic=1, inspector=1}	0%	Impossible	Cancel
Mucuripe	Leathering	Job_69_24_67	{carpenter=1}	71%	Running	Cancel
Mucuripe	Cricks	Job_65_20_54	{driver=1, cleaner=1}	0%	Suspended	Cancel
Mucuripe	Cricks	Job_17_12_56	{}	100%	Done	Cancel
Mucuripe	Cricks	Job_31_44_66	{captain=1, inspector=1}	0%	Impossible	Cancel
Mucuripe	Accuser	Job_76_43_56	{stevedore=1, cleaner=1}	79%	Running	Cancel
Mucuripe	Implorer	Job_90_34_61	{}	100%	Done	Cancel
Mucuripe	Implorer	Job_27_95_38	{}	100%	Done	Cancel
Mucuripe	Magniloquence	Job_56_36_36	{painter=1, engineer=1}	0%	Impossible	Cancel
Mucuripe	Assiduity	Job_97_37_80	{}	100%	Done	Cancel
Mucuripe	Diseasing	Job_83_76_26	{}	86%	Running	Cancel
Mucuripe	Spates	Job_77_85_32	{}	100%	Done	Cancel
Mucuripe	Spates	Job_44_40_52	{clerk=1, mate=1}	0%	Impossible	Cancel
Mucuripe	Victim	Job_93_16_41	{clerk=1}	0%	Impossible	Cancel
Mucuripe	Snowcaps	Job_20_59_98	{engineer=1}	100%	Done	Cancel
Mucuripe	Snowcaps	Job_49_39_76	{mechanic=1, craneOperator=1, carpenter=1}	0%	Suspended	Cancel
Mucuripe	Cuprous	Job_97_54_81	{cleaner=1, craneOperator=1}	0%	Suspended	Cancel
Mucuripe	Cuprous	Job_11_75_88	{mate=1, inspector=1, craneOperator=1, engineer=1}	0%	Impossible	Cancel
Mucuripe	Cuprous	Job_72_23_32	{driver=1, stevedore=1, captain=1, crew=1}	0%	Impossible	Cancel
Mucuripe	Subcivilizations	Job_67_88_52	{electrician=1}	0%	Suspended	Cancel
Mucuripe	Thready	Job_23_80_95	{craneOperator=1, janitor=1}	100%	Done	Cancel
Mucuripe	Reencounter	Job_28_48_34	{electrician=1, mate=1}	67%	Running	Cancel
Mucuripe	Oversees	Job_90_98_68	{painter=1, craneOperator=1, crew=1}	0%	Impossible	Cancel

Sea Port Program

Search, Sort and Hire Panel

Search: Name

Sort: Name

Port to Hire:

Needed Skills:

☐ Reverse ☐ Queued

File Data **Resource Tracking** **Arrivals and Departures**

Workers

Port	Total	Available
Mucuripe	14	8
Djen_Djen	8	4
Dampier	6	4
Montoir	9	8
Dalta_Port	10	7
Pago_Pago	13	9
Onahama	9	7
Laem Chab...	10	9

Resource Return and Addition Log

Nomadism returned workers with skills: [janitor, engineer]
 Advocacy returned workers with skills: [janitor, craneOperator]
 Vegetates returned workers with skills: [engineer]
 Dixieland returned workers with skills: [driver, engineer]
 Vinepine returned workers with skills: [craneOperator]
 Reinfect returned workers with skills: [painter]
 Oculi returned workers with skills: [clerk]
 Beaching returned workers with skills: [mate]
 Bear returned workers with skills: [crew]

Resource Request Log

Request made by Dixieland's Job_90_39_40 for workers with skills: [driver, engineer]
 GRANTED
 Request made by Sinusoids's Job_90_69_27 for workers with skills: [clerk]
 GRANTED
 Request made by Defacer's Job_20_29_30 for workers with skills: [painter, painter, clerk]
 DENIED
 Request made by Reboot's Job_61_22_89 for workers with skills: [janitor]
 GRANTED
 Request made by Peepshows's Job_14_51_22 for workers with skills: [engineer]
 GRANTED
 Request made by Northeastly's Job_89_68_18 for workers with skills: [engineer]
 GRANTED
 Request made by Dysfunctiona's Job_57_15_79 for workers with skills: [clerk]
 GRANTED
 Request made by Dishonorable's Job_73_36_31 for workers with skills: [cleaner]
 GRANTED
 Request made by Defacer's Job_20_29_30 for workers with skills: [painter, painter, clerk]
 GRANTED
 Request made by Ungratifying's Job_38_15_74 for workers with skills: [clerk]
 GRANTED

Job Progress Table

Port	Ship	Job	Needed Skills	Progress	Status	Cancel
Djen_Djen	Nomenclatures	Job_27_94_62	{inspector=1, carpenter=1}	0%	Impossible	Cancel
Djen_Djen	Nomenclatures	Job_65_76_40	{}	100%	Done	Cancel
Djen_Djen	Debugged	Job_51_76_72	{}	100%	Done	Cancel
Djen_Djen	Debugged	Job_27_41_83	{mechanic=1, crew=1}	0%	Impossible	Cancel
Djen_Djen	Debugged	Job_99_38_52	{clerk=1, electrician=1, inspector=1, janitor=1}	0%	Impossible	Cancel
Djen_Djen	Monochromes	Job_33_10_32	{electrician=1}	100%	Done	Cancel
Djen_Djen	Doubtless	Job_31_59_17	{engineer=1}	0%	Suspended	Cancel
Djen_Djen	Doubtless	Job_42_88_68	{inspector=2, carpenter=1}	0%	Impossible	Cancel
Djen_Djen	Blossomed	Job_71_18_35	{crew=1}	100%	Done	Cancel
Djen_Djen	Blossomed	Job_51_44_27	{}	100%	Done	Cancel
Djen_Djen	Northeasterly	Job_89_68_18	{engineer=1}	32%	Running	Cancel
Djen_Djen	Vestees	Job_81_67_20	{stevedore=1, engineer=1, janitor=1}	0%	Impossible	Cancel
Djen_Djen	Vestees	Job_60_12_11	{inspector=1}	0%	Impossible	Cancel
Djen_Djen	Vestees	Job_12_30_55	{carpenter=1}	0%	Impossible	Cancel
Djen_Djen	Oculi	Job_94_25_60	{}	68%	Running	Cancel
Djen_Djen	Oculi	Job_95_79_80	{clerk=1}	100%	Done	Cancel
Djen_Djen	Oculi	Job_72_18_61	{mechanic=1, engineer=1}	0%	Impossible	Cancel
Djen_Djen	Retraction	Job_21_16_13	{}	100%	Done	Cancel
Djen_Djen	Retraction	Job_15_89_41	{driver=1, cleaner=1}	0%	Impossible	Cancel
Djen_Djen	Untranscendentally	Job_84_55_56	{carpenter=1}	0%	Impossible	Cancel
Djen_Djen	Untranscendentally	Job_59_67_97	{electrician=1}	100%	Done	Cancel
Djen_Djen	Eyesight	Job_99_25_87	{}	72%	Running	Cancel
Djen_Djen	Overscrupulousness	Job_85_57_18	{}	58%	Running	Cancel
Djen_Djen	Eulogise	Job_62_92_52	{}	61%	Running	Cancel
Djen_Djen	Defacer	Job_20_29_30	{painter=2, clerk=1}	1%	Running	Cancel
Djen_Djen	Defacer	Job_71_22_53	{mechanic=1, janitor=1, crew=1}	0%	Impossible	Cancel
Djen_Djen	Ophthalmologies	Job_86_49_93	{}	85%	Running	Cancel
Djen_Djen	Ophthalmologies	Job_71_63_43	{mechanic=1, craneOperator=1, janitor=1}	0%	Impossible	Cancel
Djen_Djen	Anemometer	Job_25_84_99	{electrician=2, cleaner=2}	0%	Impossible	Cancel

Hire People


Port to Hire:
Mucuripe
Select each skill and
press the hire
button

Hopefully all impossible jobs will be updated to waiting or suspended or running. Then the jobs will run like the jobs that had all the skills from the

Below

Yes

		beginning. The resource return log will also have a line added that says the skill was added to the port. Also the total workers will update to reflect the new hires in the resource table		
--	--	---	--	--

 Sea Port Program

Search, Sort and Hire Panel

Search:

Name
 ▼

Search

Sort:

Name
 ▼

☐ Reverse
 ☐ Queued

Sort

Port to Hire:

Mucuripe
 ▼

Needed Skills:

clerk
 ▼

Hire

File Data

Resource Tracking

Arrivals and Departures



Sea Port Program

Search, Sort and Hire Panel

Search:

Name



Search

Sort:

Name



Reverse



Queued

Sort

Port to Hire:

Mucuripe



Needed Skills:

painter



Hire

File Data

Resource Tracking

Arrivals and Departures

Workers

Port	Total	Available
Mucuripe	15	12
Djen_Djen	8	7
Dampier	6	4
Montoir	9	3
Dalta_Port	10	10
Pago_Pago	13	9
Onahama	9	7
Laem Chab...	10	7

Resource Return and Addition Log

Onomatopoetic returned workers with skills: [craneOperator]
Tattooing returned workers with skills: [painter]
Resumes returned workers with skills: [craneOperator, engineer]
Terminatory returned workers with skills: [craneOperator]
Heptarchs returned workers with skills: [stevedore]
Snowcaps returned workers with skills: [mechanic, carpenter, crane]
Crickers returned workers with skills: [driver, cleaner]
Wyverns returned workers with skills: [mechanic]
Mucuripe hired an additional worker with skill: clerk

Sea Port Program

Search, Sort and Hire Panel

Search:

Sort:

Port to Hire:

Name

Name

Mucuripe

Reverse

Queued

Needed Skills:

Search

Sort

Hire

File Data

Resource Tracking

Arrivals and Departures

Workers

Resource Return and Addition Log

Port	Total	Available
Mucuripe	21	7
Djen Djen	8	8
Dampier	6	3
Montoir	9	6
Dalta Port	10	10
Pago Pago	13	11
Onahama	9	9
Laem Chab...	10	7

Resource Request Log

Request made by Moxibustion's Job_83_19_77 for workers with skills: [crew, electrician, painter]
DENIED

Request made by Oversees's Job_90_98_68 for workers with skills: [painter, crew, craneOperator]
DENIED

Request made by Spinose's Job_45_51_25 for workers with skills: [clerk, painter, driver, mechanic]
DENIED

Request made by Peepshows's Job_90_29_24 for workers with skills: [carpenter, engineer]
GRANTED

Request made by Hierophant's Job_27_51_52 for workers with skills: [cleaner, mate, cleaner]
GRANTED

Request made by Isobaric's Job_86_29_25 for workers with skills: [inspector]
GRANTED

Request made by Cuprous's Job_11_75_88 for workers with skills: [craneOperator, mate, inspector, engineer]
DENIED

Request made by Cuprous's Job_72_23_32 for workers with skills: [crew, driver, stevedore, captain]
GRANTED

Request made by Spinose's Job_71_82_47 for workers with skills: [captain, crew]
DENIED

Request made by Quieters's Job_44_55_47 for workers with skills: [carpenter, carpenter]
GRANTED

Job Progress Table

Port	Ship	Job	Needed Skills	Progress	Status	Cancel
Mucuripe	Isobaric	Job_86_29_25	{inspector=1}	3%	Running	Cancel
Mucuripe	Moxibustion	Job_88_94_91	{crew=1}	100%	Done	Cancel
Mucuripe	Moxibustion	Job_83_19_77	{painter=1, electrician=1, crew=1}	0%	Suspended	Cancel
Mucuripe	Slums	Job_73_72_58	{mate=1}	100%	Done	Cancel
Mucuripe	Spinose	Job_71_82_47	{captain=1, crew=1}	0%	Suspended	Cancel
Mucuripe	Spinose	Job_45_51_25	{clerk=1, painter=1, driver=1, mechanic=1}	0%	Suspended	Cancel
Mucuripe	Leathering	Job_94_77_56	{mechanic=1, inspector=1}	0%	Waiting turn	Cancel
Mucuripe	Leathering	Job_69_24_67	{carpenter=1}	100%	Done	Cancel
Mucuripe	Cricks	Job_65_20_54	{driver=1, cleaner=1}	100%	Done	Cancel
Mucuripe	Cricks	Job_17_12_56	{}	100%	Done	Cancel
Mucuripe	Cricks	Job_31_44_66	{captain=1, inspector=1}	0%	Waiting turn	Cancel
Mucuripe	Accuser	Job_76_43_56	{stevedore=1, cleaner=1}	100%	Done	Cancel
Mucuripe	Implorer	Job_90_34_61	{}	100%	Done	Cancel
Mucuripe	Implorer	Job_27_95_38	{}	100%	Done	Cancel
Mucuripe	Magniloquence	Job_56_36_36	{painter=1, engineer=1}	12%	Running	Cancel
Mucuripe	Assiduity	Job_97_37_80	{}	100%	Done	Cancel
Mucuripe	Diseasing	Job_83_76_26	{}	100%	Done	Cancel
Mucuripe	Spates	Job_77_85_32	{}	100%	Done	Cancel
Mucuripe	Spates	Job_44_40_52	{clerk=1, mate=1}	37%	Running	Cancel
Mucuripe	Victim	Job_93_16_41	{clerk=1}	0%	Suspended	Cancel
Mucuripe	Snowcaps	Job_20_59_98	{engineer=1}	100%	Done	Cancel
Mucuripe	Snowcaps	Job_49_39_76	{mechanic=1, craneOperator=1, carpenter=1}	100%	Done	Cancel
Mucuripe	Cuprous	Job_97_54_81	{cleaner=1, craneOperator=1}	100%	Done	Cancel
Mucuripe	Cuprous	Job_11_75_88	{mate=1, inspector=1, craneOperator=1, engineer=1}	0%	Suspended	Cancel
Mucuripe	Cuprous	Job_72_23_32	{driver=1, stevedore=1, captain=1, crew=1}	14%	Running	Cancel
Mucuripe	Subcivilizations	Job_67_88_52	{electrician=1}	100%	Done	Cancel
Mucuripe	Thready	Job_23_80_95	{craneOperator=1, janitor=1}	100%	Done	Cancel
Mucuripe	Reencounter	Job_28_48_34	{electrician=1, mate=1}	100%	Done	Cancel
Mucuripe	Oversees	Job_90_98_68	{painter=1, craneOperator=1, crew=1}	0%	Suspended	Cancel

Sea Port Program

Search, Sort and Hire Panel

Search:

Sort:

☐ Reverse☐ Queued

Port to Hire:

Needed Skills:

File Data

Resource Tracking

Arrivals and Departures

Workers

Port	Total	Available
Mucuripe	21	11
Djen Djen	8	8
Dampier	6	5
Montoir	9	6
Dalta Port	10	10
Pago Pago	13	11
Onahama	9	9
Laem Chab...	10	9

Resource Return and Addition Log

Mucuripe hired an additional worker with skill: captain
Mucuripe hired an additional worker with skill: carpenter
Peepshows returned workers with skills: [carpenter, engineer]
Cuprous returned workers with skills: [crew, driver, stevedore, capt
Fusion returned workers with skills: [stevedore]
Magniloquence returned workers with skills: [engineer, painter]
Hierophant returned workers with skills: [cleaner, mate, cleaner]
Vanited returned workers with skills: [janitor]
Purulence returned workers with skills: [captain]

Resource Request Log

Request made by Isobaric's Job_86_29_25 for workers with skills: [inspector]
GRANTED
Request made by Cuprous's Job_11_75_88 for workers with skills: [craneOperator, mate, inspector, engineer]
DENIED
Request made by Cuprous's Job_72_23_32 for workers with skills: [crew, driver, stevedore, captain]
GRANTED
Request made by Spinosely's Job_71_82_47 for workers with skills: [captain, crew]
DENIED
Request made by Quieters's Job_44_55_47 for workers with skills: [carpenter, carpenter]
GRANTED
Request made by Spinosely's Job_71_82_47 for workers with skills: [crew, captain]
GRANTED
Request made by Corresponded's Job_95_49_54 for workers with skills: [stevedore]
GRANTED
Request made by Moxibustion's Job_83_19_77 for workers with skills: [electrician, crew, painter]
GRANTED
Request made by Leathering's Job_94_77_56 for workers with skills: [mechanic, inspector]
DENIED
Request made by Cricks's Job_31_44_66 for workers with skills: [captain, inspector]
DENIED

Job Progress Table

Port	Ship	Job	Needed Skills	Progress	Status	Cancel
Mucuripe	Isobaric	Job_86_29_25	{inspector=1}	4%	Running	Cancel
Mucuripe	Moxibustion	Job_88_94_91	{crew=1}	100%	Done	Cancel
Mucuripe	Moxibustion	Job_83_19_77	{painter=1, electrician=1, crew=1}	20%	Running	Cancel
Mucuripe	Slums	Job_73_72_58	{mate=1}	100%	Done	Cancel
Mucuripe	Spinosely	Job_71_82_47	{captain=1, crew=1}	57%	Running	Cancel
Mucuripe	Spinosely	Job_45_51_25	{clerk=1, painter=1, driver=1, mechanic=1}	0%	Suspended	Cancel
Mucuripe	Leathering	Job_94_77_56	{mechanic=1, inspector=1}	0%	Suspended	Cancel
Mucuripe	Leathering	Job_69_24_67	{carpenter=1}	100%	Done	Cancel
Mucuripe	Cricks	Job_65_20_54	{driver=1, cleaner=1}	100%	Done	Cancel
Mucuripe	Cricks	Job_17_12_56	{}	100%	Done	Cancel
Mucuripe	Cricks	Job_31_44_66	{captain=1, inspector=1}	0%	Suspended	Cancel
Mucuripe	Accuser	Job_76_43_56	{stevedore=1, cleaner=1}	100%	Done	Cancel
Mucuripe	Implorer	Job_90_34_61	{}	100%	Done	Cancel
Mucuripe	Implorer	Job_27_95_38	{}	100%	Done	Cancel
Mucuripe	Magniloquence	Job_56_36_36	{painter=1, engineer=1}	100%	Done	Cancel
Mucuripe	Assiduity	Job_97_37_80	{}	100%	Done	Cancel
Mucuripe	Diseasing	Job_83_76_26	{}	100%	Done	Cancel
Mucuripe	Spates	Job_77_85_32	{}	100%	Done	Cancel
Mucuripe	Spates	Job_44_40_52	{clerk=1, mate=1}	70%	Running	Cancel
Mucuripe	Victim	Job_93_16_41	{clerk=1}	0%	Suspended	Cancel
Mucuripe	Snowcaps	Job_20_59_98	{engineer=1}	100%	Done	Cancel
Mucuripe	Snowcaps	Job_49_39_76	{mechanic=1, craneOperator=1, carpenter=1}	100%	Done	Cancel
Mucuripe	Cuprous	Job_97_54_81	{cleaner=1, craneOperator=1}	100%	Done	Cancel
Mucuripe	Cuprous	Job_11_75_88	{mate=1, inspector=1, craneOperator=1, engineer=1}	0%	Suspended	Cancel
Mucuripe	Cuprous	Job_72_23_32	{driver=1, stevedore=1, captain=1, crew=1}	100%	Done	Cancel
Mucuripe	Subcivilizations	Job_67_88_52	{electrician=1}	100%	Done	Cancel
Mucuripe	Thready	Job_23_80_95	{craneOperator=1, janitor=1}	100%	Done	Cancel
Mucuripe	Reencounter	Job_28_48_34	{electrician=1, mate=1}	100%	Done	Cancel
Mucuripe	Oversees	Job_90_98_68	{painter=1, craneOperator=1, crew=1}	0%	Suspended	Cancel

That isn't to say I am not proud of it as it is. I am, but the code isn't as clean or commented as I'd like and it's a little confusing and I know it isn't efficient. My goal on Sunday was just to make it WORK. So elegance kind of went out the window... I'll just make a day 2 patch or something that can't be graded.

I learned a lot of other things! I learned how to make custom table models, custom cell renderers, mouse listeners, hashmap foreach, etc. The best part of this project was the repetition involved. I really feel like I have a lot more of JSwings capabilities down.

I learned how complicated a big program can get and how easily it is to break in general and if you don't have a solid plan. I think I would have been better off if I had done some more preliminary sketching out of the necessary methods to implement the functionality I wanted. Next time. Thank you for the great course.