

# Project Outline :

Classes =

**Read Class** - This will be full of methods that will extract the desired data which will be returned and used elsewhere.

This will be almost like a filter class that seives through the data and stores it all in arrays/arraylists

**Draw Class** - This will draw all of the graphs/maps/etc.

There will be methods for each visual representation which will be called in the main draw() method.

**Main -**

Will have a switch statement that draws each page. These pages will correspond to final variables declared at the top of the main.

KeyPressed() will check which widget is pressed and the switch statement will switch based on those variables

Main

Title

Box 1

description

Airport

Box 2

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Date

Box 3

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Delays

⋮

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Or :

Search bar :

Date

Airport

Search

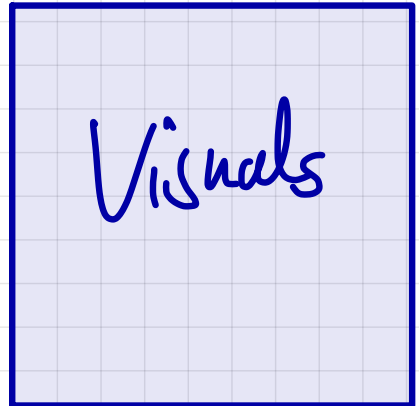
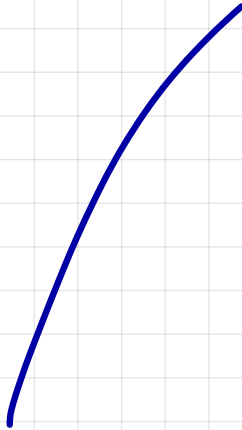
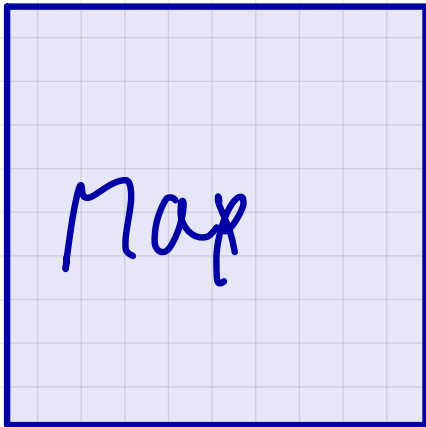
Boolean if entered or not  
and string what is entered



Title

Info :

—  
—  
—  
—



# Airports

Put in your A... the first letter in all Caps

[...]

↓

N...

N..

N..

N...

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Put name of Airport

[...]

(ignore case)

↳ Airport