Blueground Coding Challenge

Summary

The requested application for the challenge is developed in Java, exported as an runnable JAR file. It can be executed by double clicking the icon on the **“blg_challenge_f.jar”** file and the output files will be generated in the same directory that the .JAR file is located. The application obtains data in the form of a JSON file, where the fields and values needed are retrieved and presented as a table in a .txt file (**output_table.txt**).

The application uses different Java methods in order to complete the above functionality. The **JsonFromUrl** method has the required URL as input and returns an *JSONObject*. This method utilizes the *InputStream* and *BufferedReader* imported java.io packages as well as the **readAll** method. The **readAll** method takes a *Reader*, a *BufferedReader* in this case, and appends its content on a *StringBuilder* which is later converted to a String with the .toString() method. The table_init method initializes the values of the public 2 dimensional array which will later contain all the data needed as output. the Java method named *TextFileWriter* creates the output file **output_table.txt** and prints the 2 dimensional array with all the output data. Finally the **main** method of the Java application creates a sequence of the above mentioned methods and executes the commands needed in order to access certain values from the *JSONObject*. Along with the **output_table.txt** another file is created, **raw_file.txt**, which holds the raw JSON data from the URL.

By double-clicking the application, the application outputs the 2 .txt files and a dialog window is created in order to inform the user. When the user click *OK* or closes the dialog window, the application stops operating.