Package ATU

Class ATUEngine

java.lang.Object ATU.ATUEngine

public class ATUEngine
extends java.lang.Object

Each ATUEngine is associated to one courseProject/request for teaming up, and produce one record for that courseProject

The resultant ATU record is stored in teamList of this ATUEngine

Nested Class Summary

Nested Classes

Modifier and Type Class Description

static class ATUEngine. ResultTeam class dedicated for showResultTable()

Constructor Summary

Constructors

Constructor Description

ATUEngine (int total) Constructor

Method Summary

All Methods Static Methods Instance Methods Concrete Methods

Modifier and Type Method **Description** java.util.ArrayList<Team> getTeamList() static boolean jsonStillExist(java.lang.String filePath) Unit function for checking if the required json file still exists before loading User may accidentally delete the required file during program runtime

Modifier and Type	Method	Description
java. lang. String	outputJson(java.lang.String filePath)	output the result of team formation i.e.teamList to a json format file each json file store an array of teams, where each team has info including team members
void	<pre>printResult()</pre>	print the team forming result, i.e. print all teams info
void	readFromJson(java.lang.String filePath)	read previous ATU record from parsing a .json to this ATUEngine object i.e. to set the teamList result array
void	<pre>run (java.util.ArrayList<student> studentsArr)</student></pre>	Forming teams for all students, result of team formation is stored in Team array teamList.
void	showResultTable (javafx.stage.Stage parentStage, javafx.stage.Stage stage, java.lang.String courseName, java.lang.String projectName, java.lang.String jsonText)	show the result as javaFX TableView in the new stage

Methods inherited from class java.lang.Object

clone, equals, finalize, getClass, hashCode, notify, notifyAll, toString, wait, wait, wait

Constructor Details

ATUEngine

public ATUEngine(int total)

Constructor

Parameters:

total - total number of students assumed to perform teaming

Method Details

run

public void run(java.util.ArrayList<Student> studentsArr)

Forming teams for all students, result of team formation is stored in Team array teamList.

Student with highest k1_energy in the team is assigned as leader.

Parameters:

studentsArr - the array of students obtained from StuPi.csv

getTeamList

public java.util.ArrayList<Team> getTeamList()

printResult

public void printResult()

print the team forming result, i.e. print all teams info

outputJson

public java. lang. String output Json (java. lang. String file Path)

output the result of team formation i.e.teamList to a json format file each json file store an array of teams, where each team has info including team members

Parameters:

filePath - the path of json output file

Returns:

the string of json data, null if no team is formed

jsonStillExist

public static boolean jsonStillExist(java.lang.String filePath)

Unit function for checking if the required json file still exists before loading User may accidentally delete the required file during program runtime

Parameters:

filePath - path of the json record

Returns:

true if file exists, otherwise false

readFromJson

```
public void readFromJson(java.lang.String filePath)
```

read previous ATU record from parsing a .json to this ATUEngine object i.e. to set the teamList result array

Parameters:

filePath - the path of the json file to be parsed

showResultTable

```
public void showResultTable(javafx.stage.Stage parentStage, javafx.stage.Stage stage, java.lang.String courseName, java.lang.String projectName, java.lang.String jsonText)
```

show the result as javaFX TableView in the new stage

Parameters:

parentStage - parent stage of this upcoming stage showing ATU result
stage - the javaFX stage for showing the table onto
courseName - name of course that the project belongs to
projectName - name of project this ATU perform on

jsonText - string of json data to be uploaded online, null is passed for Review process

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