MUN Pair Maker

Version: 1.0.0

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Introduction

"MUN Pair Maker" is a simple program designed to generate pairs between countries and participants, for MUN simulations. It was initially requested by the Aristotle's University "United Nations Society - UNSOC", and later developed by Iosif Saad.

Feel free to ask for any improvements or additions, and please report any bugs that you may find during use of the program.

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Technical Specifications

This program is written purely in C++. It uses the wxWidgets framework for the graphical user interface (GUI) and the PugiXML library for the XML file parsing. It's been compiled with the MinGW-W64 v10.2.0 compiler.

Using the program

When you first open up the program, you are greeted by the following window:
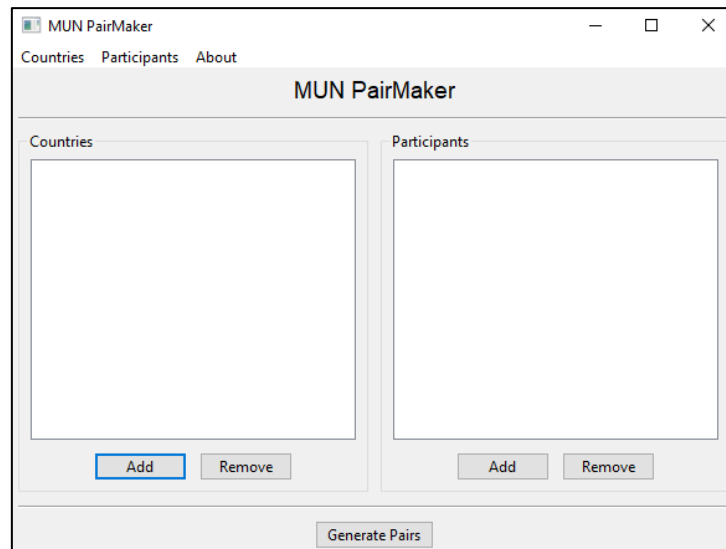
This window can be "separated" in 4 sections, as follows:

1. Top menu bar,
2. Countries section,
3. Participants section,
4. Pair generation.

The top menu bar offers a variety of tools for the countries and participants, and also an "About Dialog" for the program. Specifically, for the countries and participants you have the ability to export, import and clear the respective list.
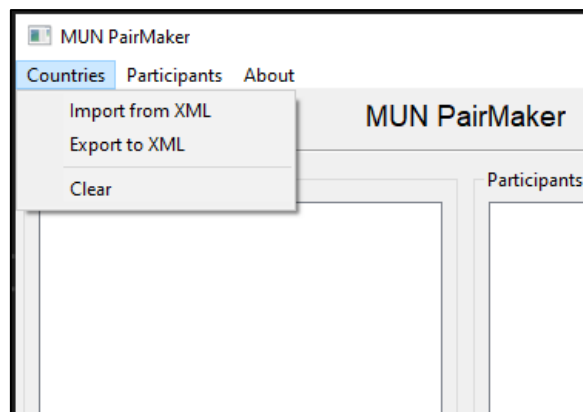
The available tools for the countries. It's the same for the participants as well.

Clicking the "Import from XML" option, will prompt you to select a previously exported file, that contains countries or participants. On the other hand, clicking "Export to XML" will prompt you to select a folder and a name for a file to be saved, which will contain the countries/participants that are present in the respective list.
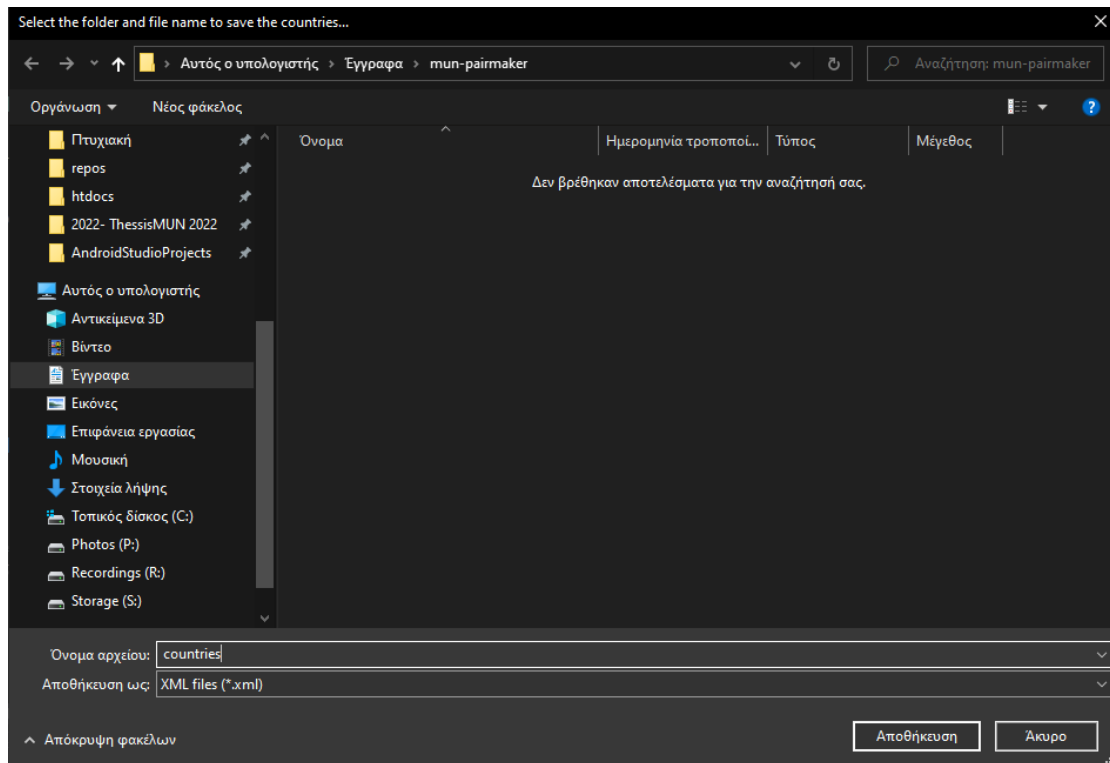
The window that will pop-up when you select to export the countries. The same will happen with the participants as well.

Of course, when you first run the program, you'll probably not have any previously exported files, so let's see how you can populate the lists manually. You can do so by clicking the "Add" buttons for the countries and the participants, which will bring up the one of the following windows:
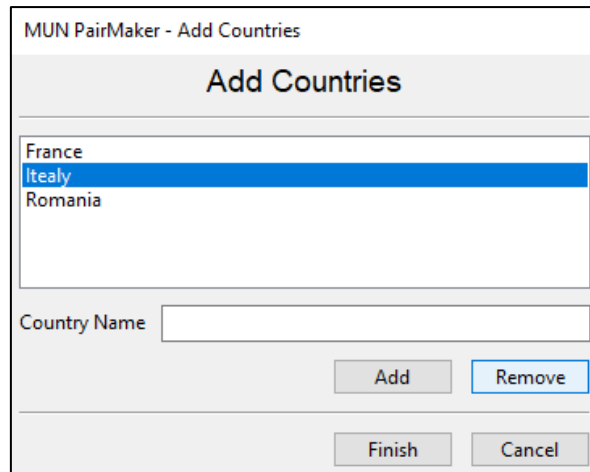

You can then write the name of the country/participant and click "Add" to add it in the list. If you make any mistake or change your mind about an addition, simply select the desired country/participant and click "Remove". On the other hand, if you changed your mind altogether and don't want to add any of the newly created countries/participants, simply click "Cancel"

Removing a misspelled country

After finishing with the creation of your countries and participants, the main window will look something like this:
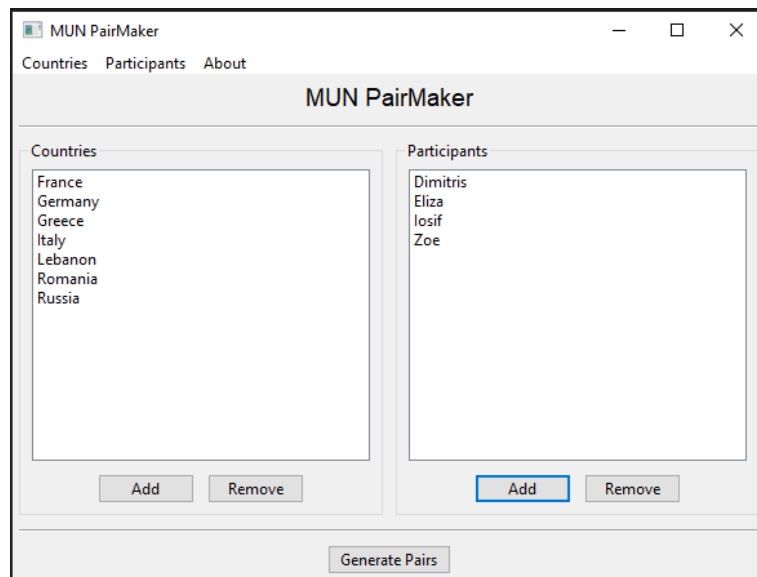

If you want, you can remove any of the countries/participants by simply selecting it and clicking the "Remove" button.

We can now generate pairs to proceed with our simulation! Keep in mind that in order to generate pairs, you must either have the same number of participants and countries, or more countries than participants, but never less countries than participants!

$$countries \geq participants \rightarrow pair\ generation$$

When you click the "Generate Pairs" button, the following window will pop-up:
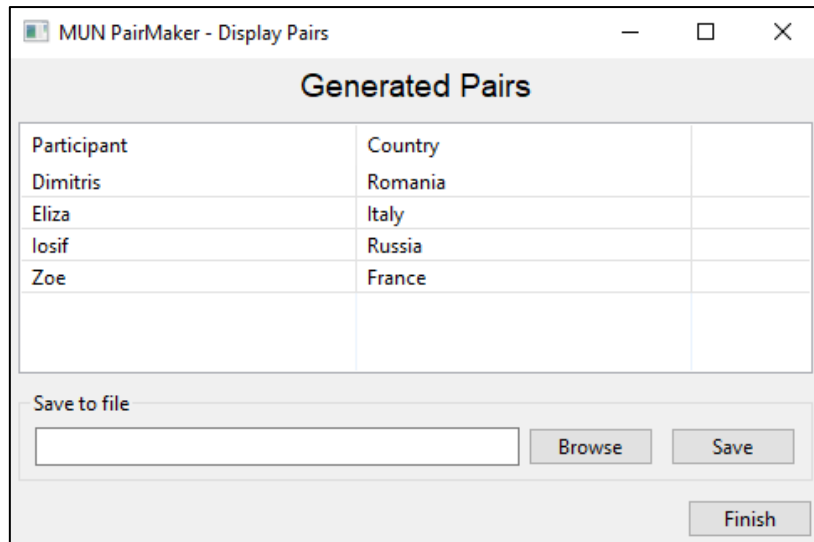
You can now either close the window, or save the generated pairs to a CSV file which you'll be able to open in e.g. Microsoft Excel. To save the file, simply click the "Browse" button to select the folder and name to save the CSV file, and then click "Save". If all went well, you will be prompted with a similar message, as the one following:
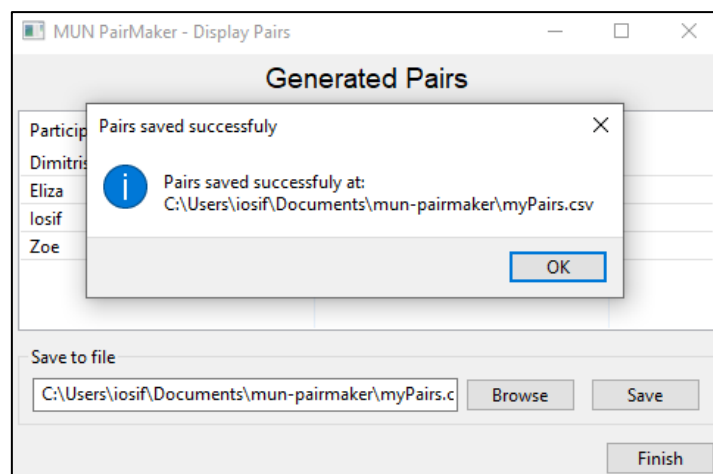
You can then click "Finish" to return at the main window.

Last but not least, you can generate as many pairs as you wish, without making any changes to the countries or participants. Although, keep in mind that it is possible for a participant to be assigned the same country as he was in a previously generated pair, because the program does not keep in memory the previously generated pairs.

Have fun, and happy debating!