

Shape Sorting Application

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Introduction

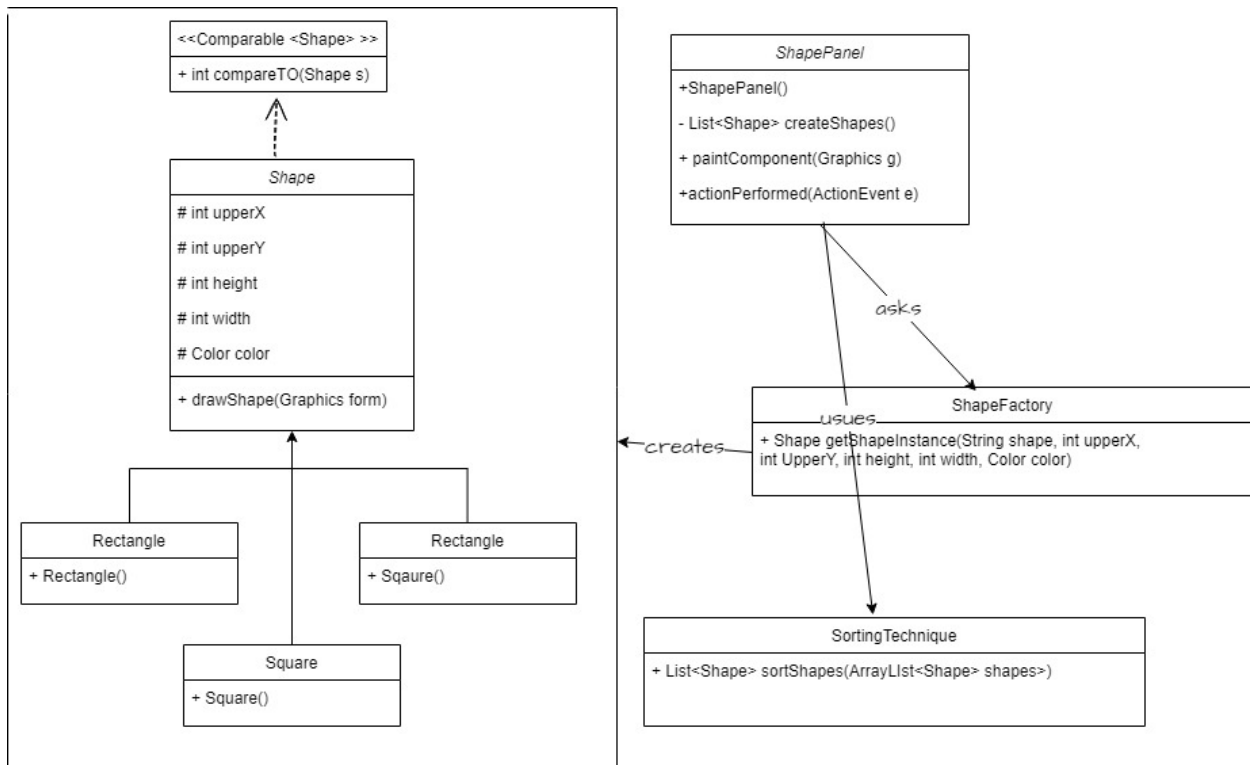
The Goal of this application is to sort six shapes shown on a user interface using a sorting algorithm.

The challenges associated with this project consist of creating user interface to show the six shapes and implementing the functionality of the button that will sort these shapes and display them in that order. In order to do this I will need to use Object Oriented Analysis and Design in order to structure a system that solves these challenges, giving me a plan to implement this project.

To create this application, I will be using Object Oriented Analysis to find distinct object concepts as well as Object Oriented Design to specify software objects to satisfy the requirements of this project.

This report is structured into four sections, the introduction section where I explain the goal of the project and how I plan to carry to accomplish this goal, the design section where I show my Object Oriented Analysis and Design as well as all the UML Diagrams and Models used to provide structure for this application allowing me to implement it, a Implementation section going over how I decided to implement this application, and finally a conclusion where I will reflect on this project.

Design



Implementation

This application was implemented using Java SE 1.8 and Java Swing for the GUI.

Conclusion

I was able to OOD and OOA to plan out this application although I struggled with the implementation.