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Team 19

## **CompuVote**

Software Design Document

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# 1. INTRODUCTION

## 1.1 Purpose

**Identify the purpose of this SDD and its intended audience. (e.g. “This software design document describes the architecture and system design of XX. ....”).**

This document describes the complete detailed structure of the CompuVote election system and its architecture as a part of the implementation of the requirements specified in the Software Requirements Specification (SRS) document. The document provides insights on the data structures and algorithms the CompuVote election system employs. It also assists in identifying the different systems involved in CompuVote and how they interact with each other. This Software Design Description is written for knowledgeable software professionals and architects. This includes developers, testers, and documentation writers.

## 1.2 Scope

**Provide a description and scope of the software and explain the goals, objectives and benefits of your project. This will provide the basis for the brief description of your product.**

CompuVote is a program developed in Java that is responsible for counting votes to get election results for two voting systems: Instant Runoff Voting and Open Party List Voting. The purpose of the product is to provide a program that can tally and compute the winning candidates for the Instant Runoff and Open Party List voting systems and includes the infrastructure to easily support the addition of other voting systems. CompuVote is robust as it can process 100,000 ballots within 8 minutes. The system can be used for any situation that involves elections and requires tallying ballots compiled into the specified CSV format. Businesses or corporations can also use CompuVote for their own internal voting systems. CompuVote generates an audit file that explains the entire process used to compute the winners of an election in thorough detail and generates a report file that displays a summary of the election and generates an audit file that explains the entire process used to compute the winners of an election in thorough detail and generates a report file that displays a summary of the election.

## 1.3 Overview

Provide an overview of this document and its organization.

- Section 2 provides an overview of the functionality, context, and design of CompuVote.
- Section 3
  - 3.1: provides a general understanding of the overall architecture of the system. It identifies the systems and the roles assigned to it. It also explains the relationships

- between the modules to achieve the complete functionality of the system. Activity diagrams showing the different systems and their interactions are provided
  - 3.2: decomposes the system and explains object interactions using sequence diagrams. A UML diagram containing Java classes and their members are shown.
  - 3.3: provides a list of some of the architecture of CompuVote and explains their rationale. Some trade-offs and time issues are considered and discussed here.
- Section 4
  - 4.1 details how the data from the election files are extracted and how they are stored in the data structures.
  - 4.2 lists the system entities or major data along with their types and descriptions.
- Section 5 provides pseudocode describing what each component does.
- Section 6
  - 6.1 describes the functionality of how a user will input the CSV file into CompuVote.
  - 6.2 provides screenshots of the interface from the user's perspective.
  - 6.3 lists and discusses different actions associated with the tools that can be used to run CompuVote
- Section 7 maps use cases to functions that implement the requirements, and how the functions are actually implemented the requirements.

## 1.4 Reference Material

*This section is optional.*

List any documents, if any, which were used as sources of information for the test plan.

## 1.5 Definitions and Acronyms

*This section is optional.*

Provide definitions of all terms, acronyms, and abbreviations that might exist to properly interpret the SDD. These definitions should be items used in the SDD that are most likely not known to the audience.

## 2. SYSTEM OVERVIEW

Give a general description of the functionality, context and design of your project. Provide any background information if necessary.

CompuVote's main function is to successfully import and parse an election file (CSV) in either IR or OPL format and export both an audit file with the election information and a report file containing a summary of the election (the summary is also printed out to the screen at the end of an election). The functional requirements and their implementations in the design is listed in section 7. The program (which is executed through the command line) is made with the intention that it can be used as a standalone product or can also be used to integrate into another system. Some of the high level systems involved are the

operating system (user input + file retrieval), IR election process, OPL election process, and writing of files. More information about the systems and their decompositions can be found in sections 3.1 and 3.2. Regarding the data design, the input to the system is a Comma Separated Values File (CSV file). Once the file is read into the system, it must be parsed in order to extract the data. Depending on the system there will be a slightly different parsing algorithm. All the data represented in the CSV file will be saved as variables. For more information about the data design, see section 4.

## **3. SYSTEM ARCHITECTURE**

### **3.1 Architectural Design**

Develop a modular program structure and explain the relationships between the modules to achieve the complete functionality of the system. This is a high level overview of how

responsibilities of the system were partitioned and then assigned to subsystems. Identify each high level subsystem and the roles or responsibilities assigned to it. Describe how these subsystems collaborate with each other in order to achieve the desired functionality. Don't go into too much detail about the individual subsystems. The main purpose is to gain a general understanding of how and why the system was decomposed, and how the individual parts work together. Provide a diagram showing the major subsystems and data repositories and their interconnections. Describe the diagram if required.

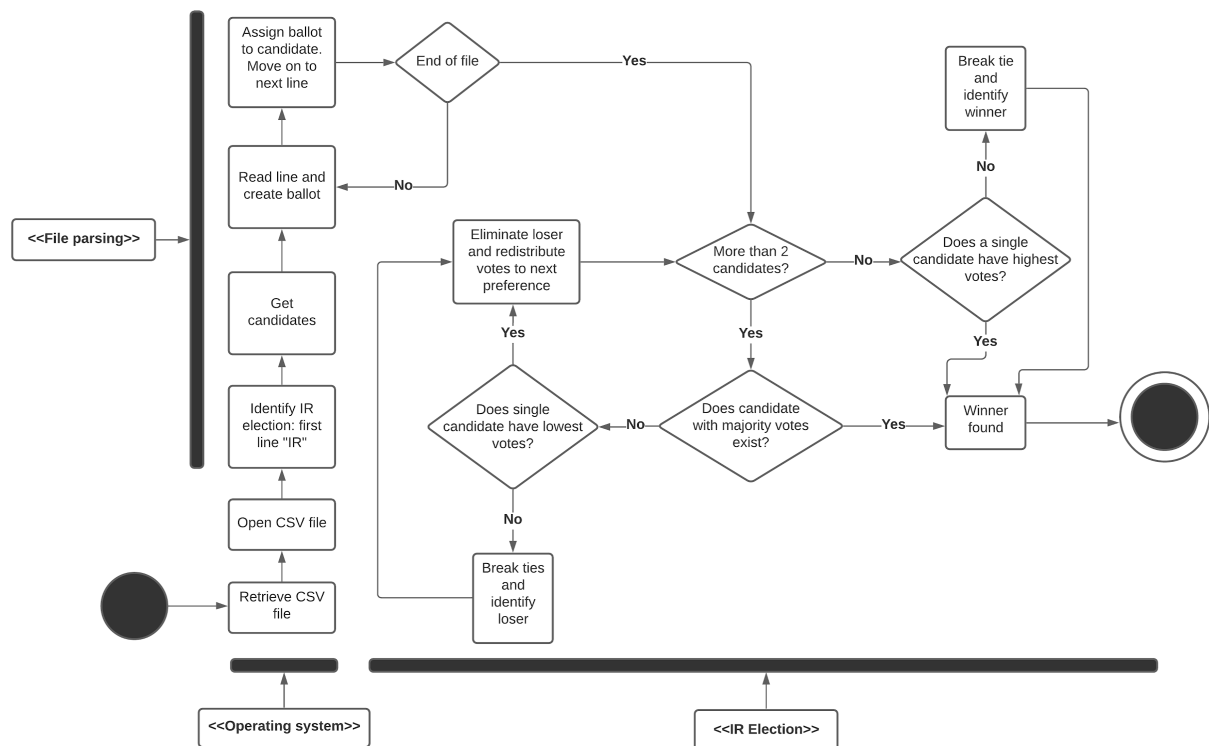
High-level Subsystem	Description and subsystem collaboration
VotingSystemRunner	The system that will run the voting system. All methods (other than the library's) are all implemented within this subsystem.
FileInputStream	This subsystem is in charge of retrieving the input stream. The CSV file will be inputted through this stream.
FileOutputStream	This subsystem is in charge of retrieving the output streams for the audit file and the report file. Throughout the program, multitudes of information will be written to the output streams.
Class	Instances of the class Class represent interfaces in a running Java application. Every class that is instantiated (Candidate, ballot, etc.) makes use of this class.
VotingStreamParser	A subsystem of VotingSystemRunner where the CSV file is parsed for the desired voting type. Utilizes BufferedReader for parsing.
BufferedReader	The BufferedReader is used to read the lines from the CSV file, and the parsed information will fill data structures (PartyInformation, Candidate)
PrintWriter	This class implements print methods for everything within a PrintStream. This is used to print information to the output files.
StringBuilder	Allows the ability to modify string objects. Certain strings will be modified so correct election output can be produced.

OpenPartyListingSystem	If the parsed file is determined to be of type OPL, this election system is run. This is the same level of hierarchy as InstantRunoffSystem. One of these two systems will be chosen upon reading the first line of the CSV.
InstantRunoffSystem	If the parsed file is determined to be of type IR, this election system is run. This is the same level of hierarchy as OpenPartyListingSystem. One of these two systems will be chosen upon reading the first line of the CSV.
Candidate	A class for the candidates. Will be used by PartyInformation, LinkedHashMap, and others.
Candidate[]	An array of candidates. These candidates are chosen after an OPL election when candidates are distributed their seats.
PartyInformation	A class that holds information about a given party. The number of candidates, number of seats, or number of ballots can be extracted for either election.
LinkedHashMap	A hash map that has key value pairs. The LinkedHashMap candidatesBallotMap will have keys as Candidates, and values as an ArrayDeque of ballots. This is used to access information about a particular candidate.
Fraction	A class that allows for integer division while saving the value returned and the remainder. This class is very important in determining who gets allocated seats in an OPL election format.
Pair	The pair class holds a key and value pairing. Pairs are used throughout the code in both election formats, when a value must be stored.
ArrayDeque	A double ended array list. This is used in the IR election format, as the candidate with the highest votes and the candidate with the lowest votes must be tracked.

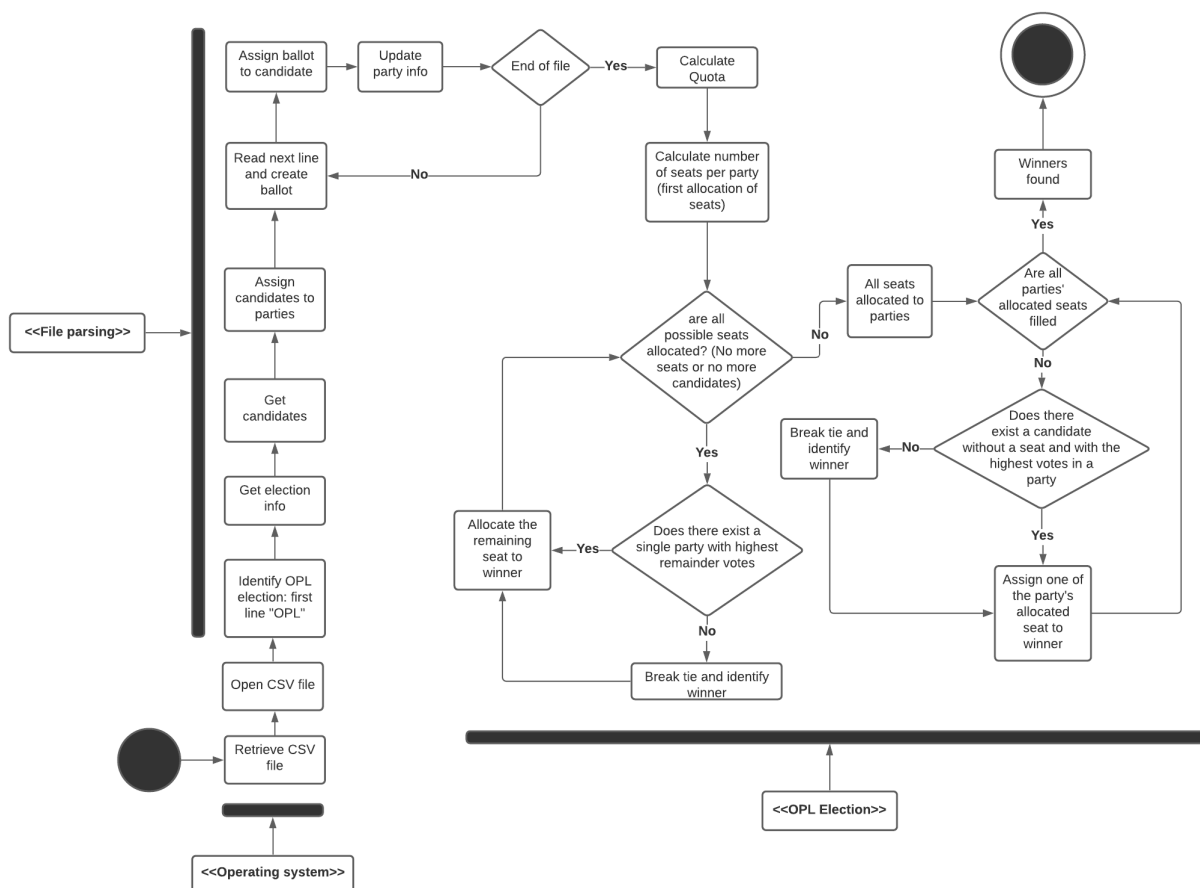


ArrayList	An array that can have its size modified. ArrayLists are used to hold information about the remaining parties' seats in an OPL election format, as the number of parties can differ per election
TableFormatter	A class that assists the user in formatting a table. This will be used to format the output streams, and populate it with important election information.
Enum	A TableFormatter function, where it aligns the information to the left or the right of a table. This is used when the output streams are being formatted to a table, and the table must be populated.
Voting System	Abstract interface for both voting systems. Both voting systems will have to utilize the functions given in the interface.

### Activity diagram for IR:



### Activity diagram for OPL:



### 3.2 Decomposition Description

Provide a decomposition of the subsystems in the architectural design. Supplement with text as needed. You may choose to give a functional description or an object-oriented description. For a functional description, put a top level data flow diagram (DFD) and structural decomposition diagrams. For an OO description, put subsystem model, object diagrams,

generalization hierarchy diagram(s) (if any), aggregation hierarchy diagram(s) (if any), interface specifications, and sequence diagrams here.

### **UML Sequence Diagram Image Link:**

Due to the images' large size and small text, a link to the diagram is posted below. To view the diagram through imgur, click the link below. Then click the image with your cursor (which may be a magnifying glass), and proceed to zoom in (ctrl +) and zoom out (ctrl -) as needed.

Diagram: <https://i.imgur.com/e7nqq1D.jpg>

### **UML Class Diagram Image Links:**

(Due to Shana's statement that library classes must be included, the diagram must be split into two parts to be reasonably viewable. Viewing the relations diagram will clearly depict why this separation is needed.)

These images are linked externally due to being too large to properly fit in this document.

Classes: <https://i.imgur.com/ZaBo39N.png>

Relations: <https://i.imgur.com/esMzeRD.png>

## **3.3 Design Rationale**

Discuss the rationale for selecting the architecture described in 3.1 including critical issues and trade/offs that were considered. You may discuss other architectures that were considered, provided that you explain why you didn't choose them.

<b>Architecture</b>	<b>Rationale</b>
Voting System Abstract Interface	The use of this interface allows for less redundancy within the program, as it will cover occurrences that occur in both election types.
ArrayDeque	An arrayDeque is quite efficient in IR, as you can access the lowest candidate in a list of candidates, and the highest one. Other structures do not allow for extraction of both the first and last element.
ArrayList	ArrayLists are used here to hold information about a party's remaining seats, and the size

	of this ArrayList can change. Normal arrays do not have these capabilities.
Fraction	The fraction class allows for standardized ways of truncating and integer division. This is useful in an OPL system, as many divisions will have to take place.
FileOutputStream	The FileOutputStream allows for a uniform way to write directly to 3 different output formats, rather than saving the information and printing it to a file later. As soon as the information is calculated in the program, it will be immediately written to the output stream.
BufferedReader	Allows for a simple way to parse the file line by line. BufferedReader allows information to be read through a .get() function.
LinkedHashMap	A LinkedHashMap allows for a simple way to save key-value pairs, as well as a simple way to extract them. This is important when saving information regarding a candidate as a key, and the ballots associated as the value.

## 4. DATA DESIGN

### 4.1 Data Description

Explain how the information domain of your system is transformed into data structures. Describe how the major data or system entities are stored, processed and organized. List any databases or data storage items.

The candidates provided from the CSV file are stored in arrays of Candidate objects where a Candidate's main properties are its name and party.

For the IR election type, the main data structure used for tracking the ballots is a map of candidates to double-edged queues of ballots. (That is, Map<Candidate, ArrayDeque<Ballot>> in Java). A Ballot object consists of the ballot number (based on ordering of ballots in the file), an array of Candidate objects in order of ranking, and the current index of candidate the ballot is on (incremented during each distribution).

For the OPL election type, the main two data structures used for OpenPartyListingSystem are a map of party String objects to PartyInformation objects and a map of party String objects to a map of candidates to the number of ballots they received. PartyInformation, as the name implies, contains various information corresponding to the party, including the number of candidates the party has available for seats, the number of seats available for the election, the number of ballots the party has in total, the remainder of ballots after the first allocation, and a list of Map.Entry objects with keys being the Candidate objects associated to the party and the values being the number of ballots the candidate received.

## 4.2 Data Dictionary

Alphabetically list the system entities or major data along with their types and descriptions. If you provided a functional description in Section 3.2, list all the functions and function parameters. If you provided an OO description, list the objects and its attributes, methods and method parameters.

Type legend:

- Class field:
  - `<type>` where `<type>` is replaced with the variable's type
- Class constructor:
  - `(<params>) constructor` where `<params>` is replaced by the comma-separated list of parameter types for the constructor
- Class method:
  - `(<params>) -> <returnType>` where `<params>` is replaced by the comma-separated list of parameter types for the method and `<returnType>` is replaced by the type of the output for the method

Class	System Entity	Attributes	Type	Description
VotingSystemRunner	VotingSystemRunner	private	() constructor	A private constructor for the utility class VotingSystemRunner to prevent instantiation
VotingSystemRunner	getFullFilePath	private, static	(String) -> String	<p>Returns the full, unique canonical form of the provided file path</p> <p><b>Parameters:</b> filePath: The provided file path command-line argument</p> <p><b>Returns:</b> The full, unique canonical form of the provided file path</p>

				<b>Throws:</b> IOException: Thrown if the provided file path cannot be resolved
VotingSystemRunner	getFileInputStream	private, static	(String) -> FileInputStream	Retrieves the FileInputStream for the file at the provided canonical file path  <b>Parameters:</b> canonicalPath: The canonical path from which to retrieve an input stream  <b>Returns:</b> The FileInputStream for the file at the provided canonical file path  <b>Throws:</b> FileNotFoundException: Thrown if a file cannot be found or opened from the provided file path
VotingSystemRunner	generateTimestampedFileName	private, static	(String, LocalDate) -> String	Generates a file name with a time stamp with the given prefix  <b>Parameters:</b> prefix: The prefix for the generated file name  currentTimeStamp: A temporal object with the current date and time  <b>Returns:</b> A file name in the form <prefix>_<year>-<month>-<day>_<hours>_<minutes>_<seconds>.txt where the fields are replaced with the provided prefix, current date, and 24-hour time. Also, the month, day, hours, minutes, and seconds are left-padded with 0s as necessary to be 2 digits in length.
VotingSystemRunner	getFileOutputStream	private, static	(String) -> FileOutputStream	Retrieves the

				<p>FileOutputStream for the file at the provided file path, creating parent directories as needed</p> <p><b>Parameters:</b> path: The canonical path from which to retrieve an input stream</p> <p><b>Returns:</b> The FileOutputStream for the file at the provided canonical file path</p> <p><b>Throws:</b> FileNotFoundException: Thrown if the file cannot be created or written to at the provided file path</p>
VotingSystemRunner	main	public, static	(String[]) -> void	<p>Runs the election for a VotingSystem given a filepath relative to the workspace, using standard input if no file is provided</p> <p><b>Parameters:</b> args: The command-line arguments to the program, which should only consist of at most one command-line argument: a path to a file, which can be absolute or relative to the current working directory.</p>
VotingStreamParser	VotingStreamParser	private	() constructor	<p>A private constructor for the utility class VotingStreamParser to prevent instantiation</p>
VotingStreamParser	parse	public, static	(InputStream, OutputStream, OutputStream, Map<String, Class<? extends VotingSystem>>) -> VotingSystem	<p>Parses a CSV election file (OPL or IR)</p> <p><b>Parameters:</b> inputStream: The input stream of the CSV file to parse.</p> <p>auditOutput:</p>

				<p>an output stream for the audit file to write detailed information about the running of the election.</p> <p><b>reportOutput:</b> An output stream for the report file to write a summary about the running of the election.</p> <p><b>headerSystemMap:</b> The mapping between header strings and their corresponding VotingSystem classes</p> <p><b>Returns:</b> The parsed VotingSystem</p> <p><b>Throws:</b> NullPointerException: Thrown if any of the given streams or if the headerSystemMap is null</p> <p>ParseException: Thrown if there is an issue in parsing the provided InputStream</p>
Candidate	name	protected	String	The name of the election candidate
Candidate	party	protected	String	The name of the candidate's party
Candidate	candidateStr	protected	String	The candidate's respective string representation
Candidate	hashCode	protected	int	The hashCode for the Candidate
Candidate	Candidate	public	() constructor	<p>Initializes a Candidate</p> <p><b>Parameters:</b> name: The name of the election candidate Party: The name of the candidate's party</p> <p><b>Throws:</b> NullPointerException</p>



				ion: Thrown is the provided name or party is null
Candidate	getName	public	() -> String	Returns the name of the election candidate  <b>Returns:</b> The name of the election candidate of type String
Candidate	getParty	public	() -> String	Returns the name of the candidate's party  <b>Returns:</b> The name of the candidate's party of type String
Candidate	toString	public	() -> String	The string form of the Candidate  <b>Returns:</b> The string form of the Candidate in the form "Candidate{name=[name], party=[party]}" where [name] and [party] are the candidate's name and party, respectively.
Candidate	equals	public	(Object) -> boolean	Returns true if the other object is a Candidate and has the same name and party  <b>Parameter:</b> other: The object to compare to this Candidate  <b>Returns:</b> True if the other object is a Candidate and has the same name and party
Candidate	hashCode	public	() -> int	Returns the hashcode a Candidate  <b>Returns:</b> The hashcode for a candidate
Fraction	numerator	protected	long	The numerator of a Fraction
Fraction	denominator	protected	long	The denominator of a Fraction

Fraction	wholePart	protected	Fraction	The floor of a Fraction
Fraction	fractionalPart	protected	Fraction	A Fraction minus its floor
Fraction	reciprocalPart	protected	Fraction	The reciprocal of a Fraction
Fraction	Fraction	public	() constructor	<p>Initializes a Fraction given a numerator and denominator in the form of a simplified fraction</p> <p><b>Parameters:</b>  numerator:  The numerator of the Fraction</p> <p>denominator:  The denominator of the Fraction</p> <p><b>Throws:</b>  ArithmeticException:  Thrown if the denominator is zero</p>
Fraction	gcd	protected, static	(long, long) -> long	<p>Calculates the greatest common divisor of two nonnegative numbers</p> <p><b>Parameters:</b>  n1:  the first of two number of which to find the gcd</p> <p>n2:  the second of two number of which to find the gcd</p> <p><b>Returns:</b>  The gcd of the given two nonnegative numbers</p>
Fraction	simplify	protected	() -> void	Simplifies a Fraction by dividing the numerator and denominator by their gcd and also dividing them by -1 if the denominator is negative
Fraction	getNumerator	public	() -> long	Returns the numerator of a Fraction

				<b>Returns:</b> The numerator of a Fraction
Fraction	getDenominator	public	() -> long	Returns the denominator of a Fraction  <b>Returns:</b> The denominator of a Fraction
Fraction	getWholePart	public	() -> long	Returns the floor of a Fraction  <b>Returns:</b> The floor of a Fraction
Fraction	getFractionalPart	public	() -> Fraction	Returns a fraction minus its floor  <b>Returns:</b> A fraction minus its floor
Fraction	getDoubleValue	public	() -> double	Returns the value represented by the fraction as a double  <b>Returns:</b> The value represented by the fraction as a double
Fraction	reciprocal	public	() -> Fraction	Returns the reciprocal of a Fraction  <b>Returns:</b> The reciprocal of a Fraction  <b>Throws:</b> ArithmeticException: Thrown if the numerator is zero as the reciprocal would result in a division by zero.
Fraction	add	public	(Fraction) -> Fraction	Returns the sum of a Fraction and another Fraction  <b>Parameters:</b> other: Another fraction to sum  <b>Returns:</b> The sum of a Fraction and another fraction

Fraction	subtract	public	(Fraction) -> Fraction	<p>Returns the difference of a Fraction and another Fraction</p> <p><b>Parameters:</b> other: Another fraction to calculate a difference</p> <p><b>Returns:</b> The difference of a Fraction and another fraction</p>
Fraction	multiply	public	(Fraction) -> Fraction	<p>Returns the product of a Fraction and another Fraction</p> <p><b>Parameters:</b> other: Another fraction to calculate a product</p> <p><b>Returns:</b> The product of a Fraction and another fraction</p>
Fraction	divide	public	(Fraction) -> Fraction	<p>Returns the quotient of a Fraction and another Fraction</p> <p><b>Parameters:</b> other: Another fraction to calculate a quotient</p> <p><b>Returns:</b> The quotient of a Fraction and another fraction</p>
Fraction	compareTo	public	(Fraction) -> int	<p>Returns the result of comparing two Fractions numerically</p> <p><b>Parameters:</b> other: Another fraction to compare to</p> <p><b>Returns:</b> 0 if a Fraction is equal to the other, -1 if this is less than other, and 1 if the Fraction is greater than the other</p>

Fraction	toString	public	() -> String	<p>Returns the string form of a Fraction</p> <p><b>Returns:</b> The string form of a Fraction in the format "[numerator] / [denominator]", replacing [numerator] and [denominator] accordingly</p>
Fraction	equals	public	(Object) -> boolean	<p>Returns true if the other object is a Fraction and has the same numerator and denominator</p> <p><b>Parameter:</b> other: The object to compare to a Fraction</p> <p><b>Returns:</b> True if the other object is a Fraction and has the same numerator and denominator</p>
Fraction	hashCode	public	() -> int	<p>Returns the hashcode for a Fraction</p> <p><b>Returns:</b> The hashcode for a Fraction</p>
TableFormatter	intersection	public	String	The string form of the character to use in table corners or where both rows and columns intersect
TableFormatter	horizontalDivider	public	String	The string form of the character to use where two rows intersect
TableFormatter	verticalDivider	public	String	The string form of the character to use where two columns intersect
TableFormatter	TableFormatter	public	(char, char, char) constructor	<p>Initializes a TableFormatter</p> <p><b>Parameters:</b> intersection: The string form of the character to use in table corners or where both</p>

				<p>rows and columns intersect</p> <p>horizontalDivider: The character to use where two rows intersect</p> <p>verticalDivider: The character to use where two column intersect</p>
TableFormatter	objColTableToStrRowTable	protected	<pre>(List&lt;String&gt;, Collection&lt;? extends Collection&lt;?&gt;&gt;, int, int) -&gt; List&lt;List&lt;String &gt;&gt;</pre>	<p>Given a List of string column headers and a table of objects with each List in the table representing a column, returns a table that includes the string column header and the string forms of the objects.</p> <p><b>Parameters:</b></p> <p>headers: The list of column header</p> <p>colTable: The headerless table of objects with each collection representing a column</p> <p>numRows: The number of rows in the table, including the headers as a row</p> <p>numCols: The number of columns in the table</p> <p><b>Returns:</b> The provided table but all objects are in string form, the column headers are added, and the table is returned as a list of rows</p>
TableFormatter	getColumnLengths	protected	<pre>(List&lt;List&lt;String&gt;&gt;, int) -&gt; int[]</pre>	<p>Given the string form of the table, returns the maximum lengths of the strings in each column</p> <p><b>Parameters:</b> strRowTable:</p>

				<p>The string row list representation of the object column list table</p> <p>numCols: The number of columns the table contains</p> <p><b>Returns:</b> The maximum lengths of the strings in each column of the given table</p>
TableFormatter	getTableFormat	protected	(List<Alignment>, int[], int) -> String	<p>Returns the formatting string for a row of data in the table</p> <p><b>Parameters:</b> alignments: The list of alignments corresponding to each column</p> <p>columnLengths: The array consisting of the lengths of the longest strings in each column</p> <p>numCols: The number of columns in the table</p> <p><b>Returns:</b> The formatting string for a row of data in the table</p>
TableFormatter	getHorizontalDivider	protected	(int[], int, String) -> String	<p>Returns a horizontal separator for the table</p> <p><b>Parameters:</b> columnLengths: The array consisting of the lengths of the longest strings in each column</p> <p>numCols: The number of columns in the table</p> <p>terminalCharStr: The string form of the character to use on the beginning and end of the separator</p> <p><b>Returns:</b></p>

				A horizontal divider for the table
TableFormatter	formatAsTable	public	<pre>(List&lt;String&gt;, Collection&lt;? extends Collection&lt;?&gt;&gt;, List&lt;Alignment&gt;) -&gt; String</pre>	<p>Returns a string representation of a table from a list of string column headers, a list of lists with each list representing a column, and a list of Alignment corresponding to whether a column should be left-aligned or right-aligned</p> <p><b>Parameters:</b>  <b>headers:</b>  The list of column headers for the table</p> <p><b>colTableData:</b>  The headerless table of objects with each collection representing a column</p> <p><b>alignments:</b>  The alignments corresponding to each column</p> <p><b>Returns:</b>  A string representation of a table from a list of string column headers, a list of lists with each list representing a column, and a list of Alignment corresponding to whether a column should be left-aligned or right-aligned</p> <p><b>Throws:</b>  <b>NullPointerException:</b>  Thrown if any of the given lists are null</p> <p><b>IllegalArgumentException:</b>  Thrown if the number of columns in provided either does not match the length of the column headers or the length of the alignments</p>



TableFormatter	toString	public	() -> String	<p>Returns the string form of a TableFormatter</p> <p><b>Returns:</b> The string form of this TableFormatter in the form "TableFormatter{intersection=[intersection], horizontalDivider=[horizontalDivider]', verticalDivider='[verticalDivider]'}" where [intersection], [horizontalDivider], and [verticalDivider] correspond to the field variables' string forms</p>
TableFormatter	equals	public	(Object) -> bool	<p>Returns true if an other object is equivalent</p> <p><b>Parameters:</b> other: The object to compare to a TableFormatter</p> <p><b>Returns:</b> True if the other object is a TableFormatter with the same intersection, horizontalDivider, and verticalDivider</p>
TableFormatter	hashCode	public	() -> int	<p>Returns the hashcode for this TableFormatter</p> <p><b>Returns:</b> The hashcode for this TableFormatter</p>
Alignment	LEFT	public, static	enum of Alignment	Represents the left-alignment for a column
Alignment	RIGHT	public, static	enum of Alignment	Represents the right-alignment for a column
Pair<K, V>	K	N/a	generic parameterized type of Pair	The type corresponding to the key or first element
Pair<K, V>	V	N/a	generic parameterized type of Pair	The type corresponding to the value or second element

Pair<K, V>	key	private	K	The key or first element of a Pair
Pair<K, V>	value	private	V	The value or second element of a Pair
Pair<K, V>	Pair	public	(K, V) constructor	<p>Initializes a Pair with the given key-value pair or pair of elements</p> <p><b>Parameters:</b>  key:  The key of first element of a Pair  value:  The value or second element of a Pair</p>
Pair<K, V>	getKey	public	() -> K	<p>Returns the key or first element of the Pair</p> <p><b>Returns:</b>  The key or first element of the Pair</p>
Pair<K, V>	getFirst	public	() -> K	<p>Returns the key or first element of a Pair</p> <p><b>Returns:</b>  The key or first element of a Pair</p>
Pair<K, V>	getValue	public	() -> V	<p>Returns the value or second element of a Pair</p> <p><b>Returns:</b>  The value or second element of a Pair</p>
Pair<K, V>	getSecond	public	() -> V	<p>Returns the value or second element of a Pair</p> <p><b>Returns:</b>  The value or second element of a Pair</p>
Pair<K, V>	setValue	public	V -> void	Sets the value or second element of this to the provided value
Pair<K, V>	setSecond	public	V -> void	Sets the value or second element of this to the provided value
Pair<K, V>	toString	public	() -> String	Returns the string form of a Pair

				<b>Returns:</b> The string form of a Pair
Pair<K, V>	equals	public	(Object) -> boolean	Returns true if the provided object is equivalent to a Pair  <b>Returns:</b> True if the provided object is equivalent to a Pair
Pair<K, V>	hashCode	public	() -> int	Returns the hashcode for a Pair  <b>Returns:</b> The hashcode for a Pair
VotingSystem	VotingSystem	public	(OutputStream, OutputStream) constructor	Initializes a VotingSystem  <b>Parameters:</b> auditOutput: The OutputStream to write detailed information about the running of the election  reportOutput: The OutputStream to write a summary about the running of the election  <b>Throws:</b> NullPointerException: Thrown if either auditOutput or reportOutput is null
VotingSystem	getCandidateHeaderSize	public, abstract	() -> int	Returns the number of lines that makes up the header for the candidates  <b>Returns:</b> The number of lines that makes up the header for the candidates
VotingSystem	getBallotHeaderSize	public, abstract	() -> int	Returns the number of lines that makes up the header for the ballots  <b>Returns:</b> The number of lines that makes up the header for the ballots

VotingSystem	importCandidatesHeader	public, abstract	(String[], int) -> void	<p>Parses the lines corresponding to the header for the candidates</p> <p><b>Parameters:</b> header: The lines corresponding to the header</p> <p>line: The line number associated with the first line of the header</p> <p><b>Throws:</b> ParseException: Thrown if there is an issue in parsing the header</p>
VotingSystem	addCandidates	public, abstract	(String, int) -> void	<p>Parses a String corresponding to candidates and party and adds them internally</p> <p><b>Parameters:</b> candidates: The String representing the list of candidates and their parties</p> <p>line: The line number associated with the candidates String</p> <p><b>Throws:</b> ParseException: Thrown if there is an issue in parsing the header</p>
VotingSystem	importBallotsHeader	public, abstract	(String[], int) -> void	<p>Parses the lines corresponding to the header for the ballots</p> <p><b>Parameters:</b> header: The lines corresponding to the header</p> <p>line: The line number associated with the first line of the header</p> <p><b>Throws:</b> ParseException:</p>

				Thrown if there is an issue in parsing the header
VotingSystem	addBallot	public, abstract	(String, int) -> void	<p>Parses a line corresponding to a ballot and adds it internally</p> <p><b>Parameters:</b>  ballotNumber:  The number corresponding to the current ballot</p> <p>ballot:  The String corresponding to a ballot</p> <p>line:  The line number associated with the current ballot line being read</p> <p><b>Throws:</b>  ParseException:  Thrown if there is an issue in parsing the current ballot</p>
VotingSystem	getName	public, abstract	() -> String	<p>Returns the name of a voting system</p> <p><b>Returns:</b>  The name of a voting system</p>
VotingSystem	getShortName	public, abstract	() -> String	<p>Returns the short name for a voting system; that is, the name that appears at the top of an election file</p> <p><b>Returns:</b>  The short name for the voting system</p>
VotingSystem	getNumCandidates	public, abstract	() -> int	<p>Returns the number of candidates that a VotingSystem contains</p> <p><b>Returns:</b>  The number of candidates that a VotingSystem contains</p>

VotingSystem	getCandidates	public, abstract	() -> Collection<Candidate>	Returns a collection of Candidates involved in the election  <b>Returns:</b> A collection of Candidates involved in the election
VotingSystem	getNumBallots	public, abstract	() -> int	Returns the number of ballots that a VotingSystem contains  <b>Returns:</b> The number of ballots that a VotingSystem contains
VotingSystem	runElection	public, abstract	() -> void	Runs the election for the VotingSystem and determines the winner
VotingSystem	toString	public, abstract	() -> String	Returns the string form of a VotingSystem  <b>Returns:</b> The string form of a VotingSystem
Ballot	ballotNumber	protected	int	The ballot number associated with this ballot, created from 1 to the number of ballots in order of the ballots in the file
Ballot	candidateIndex	protected	int	The index corresponding to the current candidate this ballot is on at the current stage of eliminations
Ballot	rankedCandidates	protected	Candidate[]	The array of candidates that the ballot ranked, in order of ranking
Ballot	Ballot	protected	(int, Candidate[]) constructor	Initializes a Ballot  <b>Parameters:</b> rankedCandidates: The array of candidates that the ballot ranked, in order of ranking  ballotNumber: The index corresponding to the current candidate this ballot is on at the

				current stage of eliminations
Ballot	getBallotNumber	public	() -> int	<p>Returns the ballot number associated with this ballot</p> <p><b>Returns:</b> The ballot number associated with this ballot, corresponding to its position in the provide election file, starting at 1</p>
Ballot	getRankedCandidates	public	() -> Candidate[]	<p>Returns the array of Candidates in order of rank for this.Ballot</p> <p><b>Returns:</b> The array of Candidates in order of rank for this.Ballot</p>
Ballot	getNextCandidate	protected	() -> Candidate	<p>Returns the next ranked Candidate for a ballot</p> <p><b>Returns:</b> The next ranked Candidate for a ballot</p>
Ballot	toString	public	() -> String	<p>Returns the String form of a Ballot</p> <p><b>Returns:</b> "Ballot &lt;ballotNumber&gt;: &lt;rankedCandidates&gt;" where &lt;ballotNumber&gt; and &lt;rankedCandidates&gt; are replaced with string representations of their respective fields</p>
Ballot	equals	public	(Object) -> boolean	<p>Returns true if the provided object is equivalent to the Ballot</p> <p><b>Returns:</b> True if the provided object is equivalent to the Ballot</p>
Ballot	hashCode	public	() -> int	<p>Returns the hashcode for a Ballot</p> <p><b>Returns:</b> The hashcode for a Ballot</p>

InstantRunoffSystem	rand	protected, static	Random	Used for randomization for breaking ties
InstantRunoffSystem	numCandidates	protected	int	The number of candidates in an IR election
InstantRunoffSystem	numBallots	protected	int	The total number of Ballots
InstantRunoffSystem	halfNumBallots	protected	int	Half of the number of ballots provided in this election
InstantRunoffSystem	candidates	protected	Candidate[]	The candidates for this election in the order provided
InstantRunoffSystem	candidateBallotsMap	protected	Map<Candidate, Deque<Ballot>>	A mapping of Candidate objects to an ArrayDeque of the Ballot objects currently belonging to them
InstantRunoffSystem	auditOutput	protected	OutputStream	An output stream for the audit file to write detailed information about the running of the election.
InstantRunoffSystem	reportOutput	protected	OutputStream	An output stream for the report file to write a summary about the running of the election.
InstantRunoffSystem	InstantRunoffSystem	public	(OutputStream, OutputStream) constructor	<p>Initializes an InstantRunoffSystem</p> <p><b>Parameters:</b>  auditOutput:  An output stream for the audit file to write detailed information about the running of the election.</p> <p>reportOutput:  An output stream for the report file to write a summary about the running of the election.</p> <p><b>Throws:</b>  NullPointerException:</p>



				Thrown if either auditOutput or reportOutput is null
InstantRunoffSystem	getCandidateHeaderSize	public	() -> int	Returns the size of the candidate header, which is equal to 1 for IR  <b>Returns:</b> The size of the candidate header, which is equal to 1 for IR
InstantRunoffSystem	getBallotHeaderSize	public	() -> int	Returns the size of the ballot header, which is equal to 1 for IR  <b>Returns:</b> The size of the ballot header, which is equal to 1 for IR
InstantRunoffSystem	importCandidatesHeader	public	(String[], int) -> void	Parses and stores the number of candidates  <b>Parameters:</b> header: An Array of String containing candidate header information from CSV file  line: The line number in the CSV file  <b>Throws:</b> ParseException: Thrown if there is an issue in parsing the header
InstantRunoffSystem	parseCandidates	private	(String, int) -> Candidate[]	Parses the candidate line from the election file and returns the resultant array  <b>Parameters:</b> candidatesLine: The String representing the list of candidates and their parties  line: The line number associated with the candidates  <b>Returns:</b>

				<p>The parsed candidates array</p> <p><b>Throws:</b>  ParseException:  Thrown if there is an issue in parsing the candidates</p>
InstantRunoffsSystem	addCandidates	public	(String, int) -> void	<p>Parses and adds candidates if candidates matches the form of comma-separated groups of "&lt;candidate&gt; (&lt;party&gt;)" where &lt;candidate&gt; and &lt;party&gt; are nonempty strings</p> <p><b>Parameters:</b>  candidates:  String of candidates and their parties</p> <p>line:  The line number in the CSV file</p> <p><b>Throws:</b>  ParseException:  Thrown if there is an issue in parsing the candidates</p>
InstantRunoffsSystem	importBallotsHeader	public	(String[], int) -> void	<p>Parses and stores ballot header information</p> <p><b>Parameters:</b>  header:  An Array of String containing ballot header information from CSV file</p> <p>line:  The line number in the CSV file</p> <p><b>Throws:</b>  ParseException:  Thrown if there is an issue in parsing the candidates</p>
InstantRunoffsSystem	getIndexAfterPositiveInteger	private	(String, int) -> int	<p>Retrieves the index of the string after the positive integer</p> <p><b>Parameters:</b></p>

				<p><b>str:</b> The string from which to find the index after the positive integer</p> <p><b>pos:</b> The position from which to find the index after the positive integer</p> <p><b>Returns:</b> The index of the string after the positive integer</p>
InstantRunoffSystem	parseBallot	private	(int, String, int) -> Ballot	<p>Parses the ballot line from the election file and returns the resultant.</p> <p><b>Parameters:</b>  <b>ballotNumber:</b> The number corresponding to the current ballot  <b>ballotLine:</b> The string corresponding to a ballot  <b>line:</b> The line number associated with the current ballot line being read</p> <p><b>Returns:</b> The Ballot from parsing the ballot line</p> <p><b>Throws:</b>  <b>ParseException:</b> Thrown if the format or contents of the ballot line are invalid</p>
InstantRunoffSystem	addBallot	public	(int, String, int) -> void	<p>Parses and adds ballots if ballot consists comma-separated values of 1 through m, iterating by 1, where m &lt;= numCandidates, with empty strings filling up the remaining numCandidates - m spaces</p> <p><b>Parameters:</b>  <b>ballotNumber:</b></p>

				<p>The ballot number associated with the ballot</p> <p><b>ballot:</b> The String containing the unparsed ballot from the CSV file</p> <p><b>line:</b> The line number in the CSV file</p>
InstantRunoffSystem	getName	public	() -> String	<p>Returns the name of the election type - "Instant Runoff Voting"</p> <p><b>Returns:</b> The name of the election type - "Instant Runoff Voting"</p>
InstantRunoffSystem	getShortName	public	() -> String	<p>Returns the short name of the election type - "IR"</p> <p><b>Returns:</b> The short name of the election type - "IR"</p>
InstantRunoffSystem	getNumCandidates	public	() -> int	<p>Returns the number of candidates</p> <p><b>Returns:</b> The number of candidates</p>
InstantRunoffSystem	getCandidates	public	() -> Collection<Candidate>	<p>Returns a collection of all Candidates</p> <p><b>Returns:</b> A collection of all Candidates</p>
InstantRunoffSystem	getNumBallots	public	() -> int	<p>Returns the number of ballots</p> <p><b>Returns:</b> The number of ballots</p>
InstantRunoffSystem	toString	public	() -> String	<p>Returns the String form of InstantRunoffSystem - "InstantRunoffSystem"</p> <p><b>Returns:</b> The String form of InstantRunoffSystem - "InstantRunoffSystem"</p>

InstantRunoffSystem	getLowestHighestCandidates	protected	() -> Pair<Pair<Integer, List<Candidate>>, Pair<Integer, Candidate>>	<p>Returns one of the candidate with the highest ballot counts and the candidate(s) with the lowest ballot counts</p> <p><b>Returns:</b> One of the candidate with the highest ballot counts and the candidate(s) with the lowest ballot counts</p>
InstantRunoffSystem	eliminateLowest	protected	(Candidate) -> void	<p>Eliminates a candidate and redistributes their ballots</p> <p><b>Parameters:</b> lowest: The candidate who is eliminated and need's their ballots redistributed</p>
InstantRunoffSystem	runElection	public	() -> void	Runs the IR election algorithm
PartyInformation	numCandidates	protected	int	Number of candidates in a party
PartyInformation	numSeats	protected	int	Number of seats given to a party
PartyInformation	numBallots	protected	int	Number of ballots a party received
PartyInformation	remainder	protected	Fraction	A fraction object storing the remaining votes after initial allocation in OPL
PartyInformation	orderedCandidateBallots	protected	List<Map.Entry<Candidate, Integer>>	The pairs of candidates for this party and the number of ballots they were given, sorted by number of ballots the candidate was given.
PartyInformation	PartyInformation	protected	() constructor	Initializes PartyInformation
PartyInformation	toString	public	() -> String	<p>Returns the String form of PartyInformation</p> <p><b>Returns:</b> The String form of PartyInformation</p>
OpenPartyListSystem	rand	protected,	Random	Used for randomization for breaking ties

		static		
OpenPartyListSystem	numCandidates	protected	int	<p>The number of Candidates in the OPL election</p> <p><b>Returns:</b> The number of candidates</p>
OpenPartyListSystem	numBallots	protected	int	<p>The total number of ballots in the OPL election</p> <p><b>Returns:</b> The total number of ballots</p>
OpenPartyListSystem	numSeats	protected	int	<p>The total number of seats in the OPL election</p> <p><b>Returns:</b> The total number of seats</p>
OpenPartyListSystem	candidates	protected	Candidate[]	The array of Candidate objects for OpenPartyListSystem in the order provided
OpenPartyListSystem	partyToCandidateCounts	protected	Map<String, Map<Candidate, Integer>>	A mapping of parties to a another mapping of their candidates and ballot counts
OpenPartyListSystem	partiesToPartyInformation	protected	Map<String, PartyInformation>	A mapping of parties to their respective PartyInformation instance
OpenPartyListSystem	auditOutput	protected	OutputStream	An output stream for the audit file to write detailed information about the running of the election.
OpenPartyListSystem	reportOutput	protected	OutputStream	An output stream for the report file to write a summary about the running of the election.
OpenPartyListSystem	tableFormatter	protected	TableFormatter	The TableFormatter used to create text tables
OpenPartyListSystem	OpenPartyListSystem	public	(OutputStream, OutputStream) constructor	<p>Initializes OpenPartyListSystem</p> <p><b>Parameters:</b> auditOutput:</p>

				<p>An output stream for the audit file to write detailed information about the running of the election.</p> <p><b>reportOutput:</b> An output stream for the report file to write a summary about the running of the election.</p> <p><b>Throws:</b> NullPointerException: Thrown if either auditOutput or reportOutput is null.</p>
OpenPartyListSystem	getCandidateHeaderSize	public	() -> int	<p>Returns the size of candidate header for OPL in CSV file: 1</p> <p><b>Returns:</b> The size of candidate header for OPL in CSV file: 1</p>
OpenPartyListSystem	getBallotHeaderSize	public	() -> int	<p>Returns the size of ballot header for OPL in CSV file: 2</p> <p><b>Returns:</b> The size of ballot header for OPL in CSV file: 1</p>
OpenPartyListSystem	importCandidatesHeader	public	(String[], int) -> void	<p>Parses the header information for candidates</p> <p><b>Parameters:</b> header: The array of Strings corresponding to the lines of the CSV file for the candidate header</p> <p>line: Line number in the CSV file</p> <p><b>Throws:</b> ParseException: Thrown if there is an issue in parsing the header</p>

OpenPartyListSystem	parseCandidates	private	(String, int) -> Candidate[]	<p>Parses the candidates line from the election file and returns the resultant array</p> <p><b>Parameters:</b>  candidatesLine:  The String representing the list of candidates and their parties</p> <p>line:  The line number associated with the candidates</p> <p><b>Returns:</b>  The parsed candidates array</p> <p><b>Throws:</b>  ParseException:  Thrown if there is an issue in parsing the candidates</p>
OpenPartyListSystem	addCandidates	public	(String, int) -> void	<p>Creates Candidates and Parties candidates matches the form of comma-separated groups of "[&lt;candidate&gt;, &lt;party&gt;]" where &lt;candidate&gt; and &lt;party&gt; are nonempty strings</p> <p><b>Parameters:</b>  candidates:  Unparsed String from the CSV file containing candidates and their parties</p> <p>line:  Line number in the CSV file</p> <p><b>Throws:</b>  ParseException:  Thrown if there is an issue in parsing the candidates</p>
OpenPartyListSystem	importBallotsHeader	public	(String[], int) -> void	<p>Reads ballot header information</p> <p><b>Parameters:</b>  header:</p>



				<p>The array of Strings corresponding to the lines of the CSV file for the ballots header</p> <p>line: The line number in the CSV file</p> <p><b>Throws:</b> ParseException: Thrown if there is an issue in parsing the header</p>
OpenPartyListSystem	parseBallot	private	(String, int) -> Candidate	<p>Parses the ballot line from the election file and returns the resultant Candidate</p> <p><b>Parameters:</b> ballotLine: The String corresponding to a ballot</p> <p>line: The line number associated with the current ballot line being read</p> <p><b>Returns:</b> The Candidate from parsing the ballot line</p> <p><b>Throws:</b> ParseException: Thrown if the format or contents of the ballot line are invalid</p>
OpenPartyListSystem	addBallot	public	(int, String, int) -> void	<p>Parses and adds a ballot for a candidate and party if the ballot consists of numCandidates comma-separated values with one of them being 1 and the rest being empty</p> <p><b>Parameters:</b> ballotNumber: The ballot number associated with the ballot</p> <p>ballot: The String containing the unparsed ballot from the CSV file</p>

				<p>line: The line number in the CSV file</p> <p><b>Throws:</b> ParseException: Thrown if there is an issue in parsing the current ballot</p>
OpenPartyListSystem	getName	public	() -> String	<p>Returns the name for OpenPartyListSystem - "Open Party List Voting"</p> <p><b>Returns:</b> The name for OpenPartyListSystem - "Open Party List Voting"</p>
OpenPartyListSystem	getShortName	public	() -> String	<p>Returns the short name for OpenPartyListSystem - "OPL"</p> <p><b>Returns:</b> The short name for OpenPartyListSystem - "OPL"</p>
OpenPartyListSystem	getNumCandidates	public	() -> int	<p>Returns the number of candidates</p> <p><b>Returns:</b> The number of candidates</p>
OpenPartyListSystem	getCandidates	public	() -> Collection<Candidate>	<p>Returns a collection of Candidates in the election</p> <p><b>Returns:</b> A collection of candidates in the election</p>
OpenPartyListSystem	getNumBallots	public	() -> int	<p>Returns the number of ballots</p> <p><b>Returns:</b> The number of ballots</p>
OpenPartyListSystem	toString	public	() -> String	<p>Returns the String form of OpenPartyListSystem</p> <p><b>Returns:</b> The String form of OpenPartyListSystem - "OpenPartyListSystem"</p>

OpenPartyListSystem	allocateInitialSeats	protected	(Fraction) -> Pair<Integer, Set<String>>	<p>Allocates the initial seats using the quota</p> <p><b>Parameters:</b> quota: The proportion of number of ballots to number of seats</p> <p><b>Returns:</b> A Pair that contains the number of seats remaining after initial allocation and a Set of Strings representing the parties that still have candidates without seats</p>
OpenPartyListSystem	indexAfterEquivalentGroup	protected, static	<T> (List<T>, int, Comparator<T>) -> int	<p>Returns the index after the next group of equivalent List elements</p> <p><b>Parameters:</b> list: The list of items in which to find the index after the next equivalent group of elements</p> <p>idx: The index from which to begin the search</p> <p>comparator: The Comparator to use in comparing the list elements</p> <p><b>Returns:</b> The index after the next group of equivalent List elements.</p>
OpenPartyListSystem	allocateRemainingSeats	protected	(int, Set<String>) -> void	<p>Allocates remaining seats to parties with the highest remaining votes</p> <p><b>Parameters:</b> numSeatsRemaining: Number of seats remaining after initial allocation</p> <p>remainingParties: Parties that still have enough candidates for additional seats</p>

OpenPartyListSystem	distributeSeatsToCandidates	protected	() -> List<Candidate>	Distributes each party's seats to their candidates by popularity  <b>Returns:</b> A List containing the candidates who received seats
OpenPartyListSystem	runElection	public	() -> void	Runs the election for the Open Party List System and determines the winner.

## 5. COMPONENT DESIGN

In this section, we take a closer look at what each component does in a more systematic way. If you gave a functional description in section 3.2, provide a summary of your algorithm for each function listed in 3.2 in procedural description language (PDL) or pseudocode. If you gave an OO description, summarize each object member function for all the objects listed in 3.2 in PDL or pseudocode. Describe any local data when necessary.

Pseudocode: <https://imgur.com/a/5DlzZ3I>

See 4.2 for textual descriptions of the class fields, constructors, and methods displayed in the pseudocode.

## 6. HUMAN INTERFACE DESIGN

### 6.1 Overview of User Interface

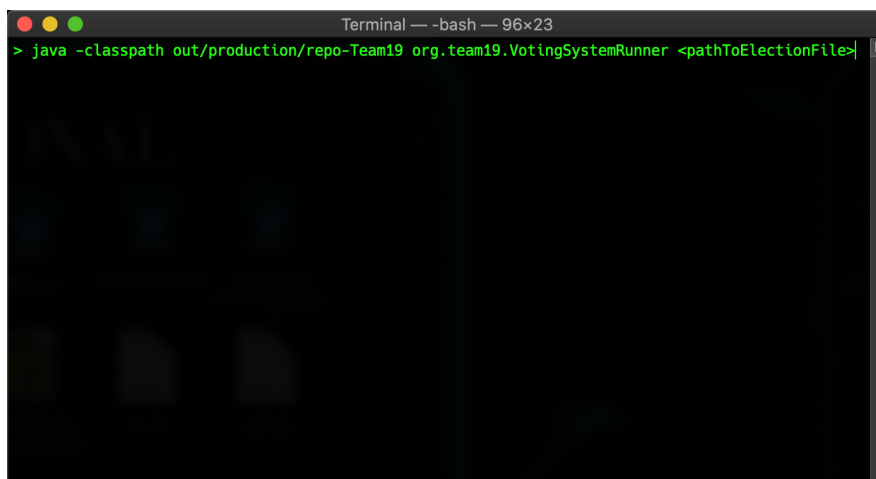
Describe the functionality of the system from the user's perspective. Explain how the user will be able to use your system to complete all the expected features and the feedback information that will be displayed for the user.

The user, who is person compiling and inputting the CSV file, will be doing so through CLI (command line interface) through the appropriate operating system (explanation for usage per OS in section 3.3 of the Software Requirements Specification Document). The file path to the election file is the only command-line argument required for the program to run. In the repo-Team19 directory, one runs the command `java -classpath out/production/repo-Team19 org.team19.VotingSystemRunner <pathToElectionFile>` to run the program where `<pathToElectionFile>` is replaced with the file path to the election file.

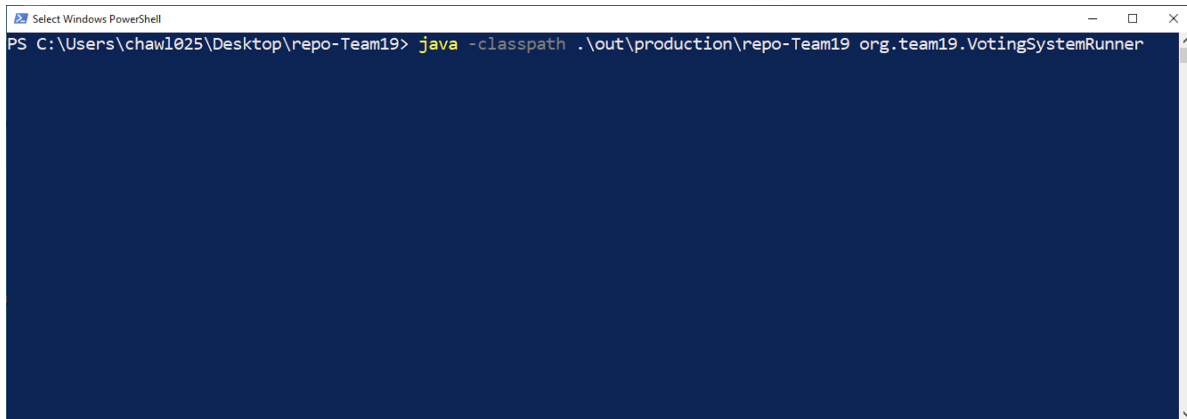
### 6.2 Screen Images

Display screenshots showing the interface from the user's perspective. These can be hand drawn or you can use an automated drawing tool. Just make them as accurate as possible. (Graph paper works well.)

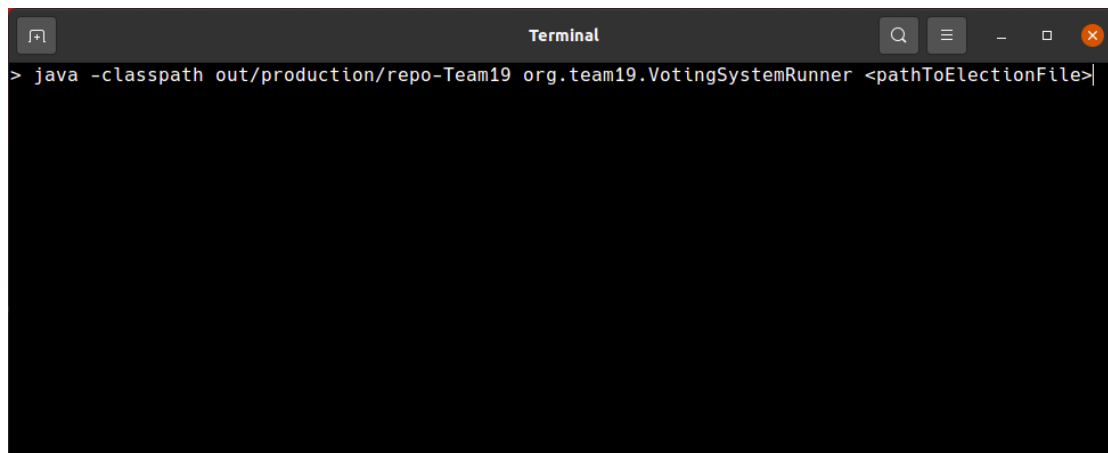
**macOS Terminal:**



**Windows PowerShell:**



**Ubuntu gnome-terminal:**



## 6.3 Screen Objects and Actions

A discussion of screen objects and actions associated with those objects.

### CLI:

- *Exit*: Closes Terminal.
- *Maximize/Store Down*: Maximize the size of the window/restore to original size.
- *Minimize*: Temporarily closes the terminal window, but can be reopened in the same state.
- *Scroll Bar*: A widget that allows one to scroll in a predetermined direction.

### Ubuntu CLI:

- File
  - *New Tab*: Opens a new tab within the current terminal window.
  - *New Window*: Opens a new terminal window.
  - *Close Tab*: Closes the current tab.
  - *Close Window*: Closes the current window.
- Edit
  - *Copy*: Makes a copy of the current highlighted message.

- *Copy as HTML*: Makes a copy of the current highlighted message in HTML format.
- *Paste*: Paste the current copied contents.
- *Select All*: Highlights all contents in the terminal.
- *Preferences*: Changes the terminal preferences for a given profile.
- View
  - *Show Menubar*: Checkbox that will determine if the menubar (bar with File, Edit, View, Search, Terminal, and Help) is displayed.
  - *Full Screen*: Maximizes the window to cover the entire screen.
  - *Zoom In*: Increases text size.
  - *Normal Size*: Returns to 100% zoom.
  - *Zoom Out*: Decreases text size.
- Search
  - *Find...*: Opens a search box to find a given word/phrase.
  - *Find Next*: Finds the next instance of a given word/phrase.
  - *Find Previous*: Finds the previous instance of a given word/phrase.
  - *Clear Highlight*: Clears currently highlighted text
- Terminal
  - *Read-Only*: Sets the mode to Read-Only. The user cannot input anything directly into the command line.
  - *Reset*: Fixes previous errors after escape sequences.
  - *Reset and Clear*: Fixes previous errors after escape sequences and clears the entire terminal of text.
- Help
  - *Contents*: Opens a window about how to work with Terminal. Gives a general introduction, as well as hyperlinks to other helpful features.
  - *About*: Opens a window that gives the information about GNOME Terminal, such as the current version, copyright, and a link to the website.

## 7. REQUIREMENTS MATRIX

Provide a cross reference that traces components and data structures to the requirements in your SRS document.

Use a tabular format to show which system components satisfy each of the functional requirements from the SRS. Refer to the functional requirements by the numbers/codes that you gave them in the SRS.

Function ID	Existence in Pseudocode	Explanation of Implementation
UC_001	<code>args</code>	The actor inputs the CSV file path into their respective CLI (based on OS).
UC_002	<code>In public static void main(String[]</code>	In the public static void main(), the inputStream

	<pre> args) :          try:  inputStream = retrieveInputStream( args[0])         except:  presentError() </pre>	<p>checks that the first argument is the correct file stream. If it is not the correct file path, then an error will appear. Otherwise, CompuVote will be run.</p>
UC_003	<pre> public class VotingStreamParser:          public VotingSystem parse(InputStream file, OutputStream auditFile, OutputStream reportFile,... </pre>	<p>This class will parse the election file for the information required to simulate an election. It will be parsed into 1 of 2 formats, one for IR, and one for OPL.</p>
UC_004	<pre> In public class VotingStreamParser          lineNumber = 1          try:         firstLine = file.getLine()         except:  presentError(lineNum ber)  votingSystemClass = headerSystemMap.get( firstLine) </pre>	<p>The system will identify the type of voting system, and the file will be parsed based on that election type. The election type will be determined. Otherwise, the program will exit with nonzero status.</p>
UC_005	<pre> In public class VotingStreamParser  candidateHeaderSize = votingSystem.getCand idateHeaderSize()         try:  candidatesHeader = </pre>	<p>The system will parse the election file for the number of candidates, and for the list of candidates and their corresponding parties in the IR election type.</p>



	<pre> file.getLines(candidateHeaderSize)     except:  presentError(lineNumber)      try:  votingSystem.importCandidatesHeader(candidateHeader, lineNumber)     except:  presentError(lineNumber)          try:             candidatesLine = file.getLine()         except:  presentError(lineNumber)              try:  votingSystem.addCandidates(candidatesLine)             except:  presentError(lineNumber)                  if len(votingSystem.getCandidates()) != numCandidates:  presentError(lineNumber) </pre>	
UC_006	<p>In public class VotingStreamParser</p> <pre> ballotHeaderSize = votingSystem.getBallotHeaderSize()     try: </pre>	<p>The system must parse the election file for the ballot information in an IR election type. The number of ballots will be returned, as well as a ballot for each line where a ballot must be parsed.</p>

	<pre> ballotHeader = file.getLines(ballot HeaderSize)     except presentError(lineNum ber)     try:  votingSystem.importB allotHeader(ballotHe ader, lineNumber)     except:  presentError(lineNum ber)  foreach remaining line:     try:  votingSystem.addBall ot(line, lineNumber, ballotNumber)     except:  presentError(lineNum ber)  lineNumber++  ballotNumber++ </pre>	
UC_007	<pre> In public class VotingStreamParser  candidateHeaderSize = votingSystem.getCand idateHeaderSize()     try:  candidatesHeader = file.getLines(candid ateHeaderSize)     except:  presentError(lineNum ber) </pre>	The system will parse the election file for the number of candidates, and for the list of candidates and their corresponding parties in the OPL election type

	<pre> try:  votingSystem.importC andidatesHeader (cand idatesHeader, lineNumber) except:  presentError (lineNum ber)  try: candidatesLine = file.getLine() except:  presentError (lineNum ber)  try:  votingSystem.addCand idates (candidatesLin e) except:  presentError (lineNum ber)  if len (votingSystem.get Candidates ()) != numCandidates:  presentError (lineNum ber) </pre>	
UC_008	<pre> In public class VotingStreamParser  ballotHeaderSize = votingSystem.getBall otHeaderSize () try:  ballotHeader = file.getLines (ballot HeaderSize) except presentError (lineNum ber) </pre>	The system must parse the number of seats for the OPL election type.

	<pre> try:  votingSystem.importBallotHeader(ballotHeader, lineNumber) except:  presentError(lineNumber) </pre>	
UC_009	<pre> In public class VotingStreamParser  foreach remaining line: try:  votingSystem.addBallot(line, lineNumber, ballotNumber) except:  presentError(lineNumber)  lineNumber++  ballotNumber++  if numBallots != ballotNumber - 1:  presentError(lineNumber - 1) </pre>	The system must parse the election file for the ballot information in an IR election type. The number of ballots will be returned, as well as a ballot for each line where a ballot must be parsed.
UC_010	<pre> public class InstantRunoffSystem extends VotingSystem: public void runElection(): </pre>	This class will run the voting system in an IR format. A candidate will be declared the winner.
UC_011	<pre> public class InstantRunoffSystem extends Voting System: public void runElection(): </pre>	The voting system will identify the candidate(s) with the lowest ballot count and the one(s) with the highest. If a candidate has more than 50% of the votes, they are

	<pre> if candidateBallotsMap. length() &lt;= 2:     ... else     ... </pre>	declared the winner.
UC_012	<pre> protected void eliminateLowest(Cand idate lowest): </pre>	The candidate with the lowest votes is eliminated. This candidate will be removed from the candidateBallotsMap().
UC_013	<pre> public class InstantRunoffSystem extends Voting System:     public void runElection():          if candidateBallotsMap. length() &lt;= 2:             int firstSecondCandidate Comparison = candidateBallotsMap. getFirst().compare(c andidateBallotsMap.g etSecond()),             if firstSecondCandidate Comparison &gt; 0:                 print firstCandidate             else if firstSecondCandidate Comparison &lt; 0:                 print secondCandidate             else                 ... </pre>	If the system determines no candidate has a majority and all eliminations have taken place, then the candidate with the most votes will win. The victor will be printed.
UC_014	<pre> In protected void eliminateLowest(Cand idate lowest):          for ballot in ballotsToRedistribut </pre>	Once the lowest candidate is determined, their ballots will be redistributed do the candidateBallotsMap() based on their secondary preferences.

	<pre> e:     Candidate nextCandidate = ballot.getNextCandidate()     if nextCandidate != UNDEFINED: candidateBallotsMap. get(nextCandidate).add(ballot) </pre>	
UC_015	<pre> public class InstantRunoffSystem extends Voting System:     public void runElection():  if candidateBallotsMap. length() &lt;= 2:     ... else     print randomlySelect(first Candidate, secondCandidate) </pre>	In the case that 2 or more candidates have the same number of votes, randomlySelect randomly selects a candidate to be the winner. That candidate is printed.
UC_016	<pre> public class InstantRunoffSystem extends Voting System:     public void runElection():  Candidate winner int firstSecondCandidate Comparison =  candidateBallotsMap. getFirst().compare(c andidateBallotsMap.g etSecond()), if firstSecondCandidate Comparison &gt; 0:     print </pre>	The winner is declared, and their information will be printed.

	<pre> firstCandidate else if firstSecondCandidate Comparison &lt; 0:     print secondCandidate else:     print randomlySelect(first Candidate, secondCandidate) </pre>	
UC_017	<pre> public class OpenPartyListingSyst em extends VotingSystem:     void runElection(): </pre>	This class will run the voting system in an OPL format. All unfilled seats will be declared.
UC_018	<pre> In public class OpenPartyListingSyst em extends VotingSystem:     public void addCandidates(String candidates, int line): </pre>	In the function addCandidates, all the independents will be added to their respective party's DS.
UC_019	<pre> In public class OpenPartyListingSyst em extends VotingSystem:     public void addCandidates(String candidates, int line): </pre>	In the function addCandidates, all the remaining candidates will be added to their respective party's DS.
UC_020	<pre> In public class OpenPartyListingSyst em extends VotingSystem:     void runElection():  Fraction quota = Fraction(numBallots, numSeats) </pre>	The quota will be calculated through integer division while utilizing an instance of the Fraction class.
UC_021	<pre> In public class OpenPartyListingSyst </pre>	The function allocateInitialSeats will

	<pre> em extends VotingSystem:     int allocateInitialSeats (Fraction quota): </pre>	calculate for the number of seats each party is allocated, and also saves the remaining number of votes truncated from each party.
UC_022	<pre> In public class OpenPartyListingSystem em extends VotingSystem:     void allocateRemainingSeats(): </pre>	The function allocateRemainingSeats will allocate the remaining seats (if any) by comparing each party's remaining votes.
UC_023	<pre> In public class OpenPartyListingSystem em extends VotingSystem:     UC_022:     void allocateRemainingSeats()         chosenParty = randomlySelect(highestRemainingParties)     UC_025:  ArrayDeque&lt;Candidate&gt; distributeSeatsToCandidates():  Candidate selected = selectRandom(highestRemainingCandidates) </pre>	This function will break a tie in UC_022 or UC_025. For UC_022, the chosenParty will be randomly selected from the highestRemainingParties. For UC_025, the selected Candidate will be randomly selected from the highestRemainingCandidates.
UC_024	<pre> In public class OpenPartyListingSystem em extends VotingSystem:  ArrayDeque&lt;Candidate&gt; distributeSeatsToCandidates(): </pre>	All seats are declared after the function is run.
UC_025	<pre> In public class OpenPartyListingSystem </pre>	All the seats are allocated for each seat in the party. This



	<pre> em extends VotingSystem:  ArrayDeque&lt;Candidate&gt; distributeSeatsToCandidates() : </pre>	<p>process continues until all seats are distributed to all parties through <code>distributeSeatsToCandidates()</code>.</p>
UC_026	<pre> public String formatAsTable(List&lt;String&gt; headers, List&lt;List&lt;Object&gt;&gt; colTableData, List&lt;Alignments&gt; alignments) : </pre>	<p>This function will format the table for all output files, as well as the general output format for displaying the summary to the screen immediately after completion. The summary will have the same information that the report file will have.</p>
UC_027	<pre> this.auditOutput = auditOutput </pre>	<p>This instantiates the <code>outputStream</code> for the audit file. Throughout the program, information is outputted to the output stream for the audit file.</p>
UC_028	<pre> this.reportOutput = reportOutput </pre>	<p>This instantiates the <code>outputStream</code> for the report file. Throughout the program, information is outputted to the output stream for the report file.</p>

## 8. APPENDICES

*This section is optional.*

Appendices may be included, either directly or by reference, to provide supporting details that could aid in the understanding of the Software Design Document.