



YET ANOTHER LIST APP

Jake Allen, Evan Berryman, Sam Hobbs

Github: <https://github.com/jake-allen/YALA>

Trello issue tracking: <https://trello.com/b/8JTgqSMS/yala>

Test Documentation

Test Strategy: Use JUnit to test the functionality of basic operations throughout `UserInterface` and `ItemSearch` classes.

Test Data: Before every test, `UserInterface ui` is logged in with Jake's account (jake@jakeallen.com, password), and in almost every test a new list is added to the user's list storage (with names such as "TestList"). Any newly created lists are removed from the `ListStorage`, so every test can operate on a clean slate with the user's list storage. Also, for item-related use cases, a custom item "Nintendo Wii U Console" from Store "Amazon" with quantity 3 is used.

Test Cases:

- `addAndDeleteList()` – adds list "TestAdd" to the user's `ListStorage`; if the adding fails, or a separate search through the `ListStorage` reveals the absence of the list, the test fails. A sub-function `deleteList()` is called to test deleting this same list from `ListStorage`, failing if the list is still there. `deleteList()` is not a separate test because JUnit calls tests randomly, and `deleteList()` depends on an existing list

These functions both add a list to start and delete it to finish:

- `copyList()` – copies the list "TestList" as a new list "CopyList" – failing if the copy doesn't work, or the copied list is not in the `ListStorage`
- `addItem()` – adds an item to "TestList", failing if the added item is not present
- `deleteItem()` – adds and deletes item from "TestList", failing if the item is still in the list
- `crossItem()` – crosses off the newly added item, failing if the item's quantity is not negative (as any crossed item should have their quantity be)
- `uncrossItem()` – uncrosses the newly crossed-off item, failing if the item's quantity is negative (a non-crossed item always has positive quantity)

These last functions do not involve adding new lists:

- `storeSelect()` – initializes an `ItemSearch` object and has it switch to a table of the first store –
while Swing is not normally visible to the user in JUnit, this test calls `isTableVisible()` on the `ItemSearch`, which reports if the table would otherwise be visible in a normally run program. The test fails if this returns false
- `itemSearch()` – the `ItemSearch` object's filters are set to only set items of type "Bread" & extra "wheat" to be the only items visible in the table; if "Bread Factory Bread wheat" is not the first item, the test fails

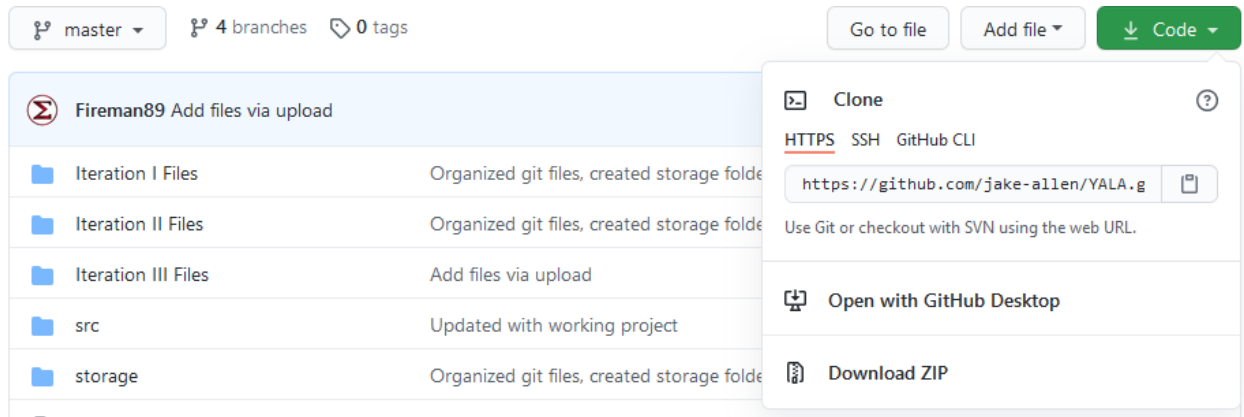
Traceability Matrix:

Requirements	Add List	Copy List	Delete List	Add Item	Select Store	Set Filter	Cross Item	Uncross Item	Delete Item
TC 1: <code>addAndDeleteList()</code>	✓		✓						
TC 2: <code>copyList()</code>	✓	✓	✓						
TC 3: <code>addItem()</code>	✓		✓	✓					
TC 4: <code>deleteItem()</code>	✓		✓	✓					✓
TC 5: <code>crossItem()</code>	✓		✓	✓			✓		
TC 6: <code>uncrossItem()</code>	✓		✓	✓				✓	
TC 7: <code>storeSelect()</code>					✓				
TC 8 <code>itemSearch()</code>						Incomplete			

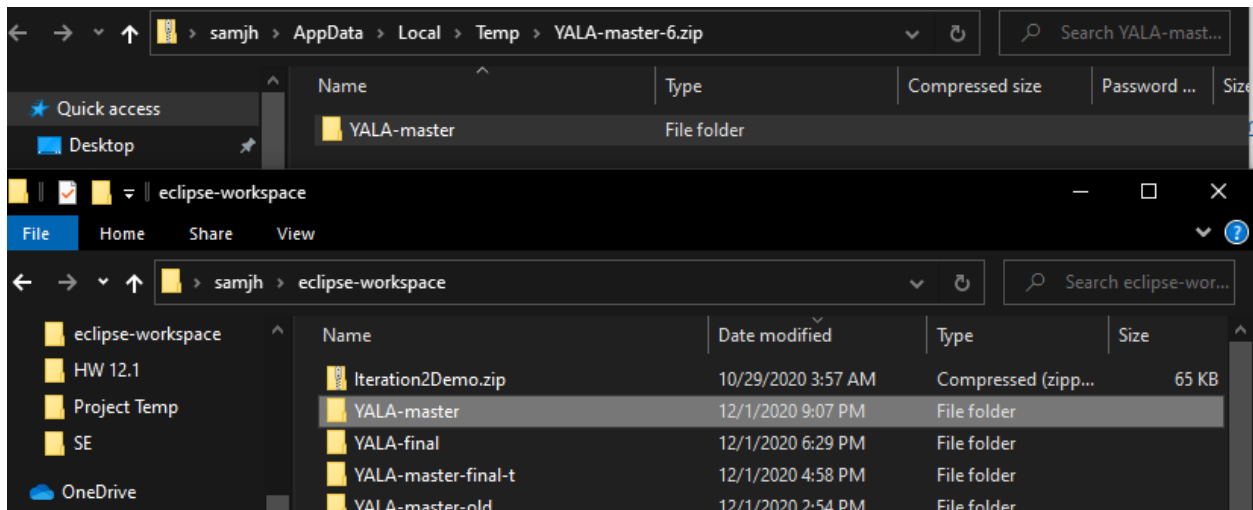
Installation Guide

Importing source code to Eclipse

1. Download the ZIP of the project at <https://github.com/jake-allen/YALA.git>.



2. Drag the folder to your Eclipse workspace.



3. Import YALA-master as an existing Maven project into Eclipse
4. This project will not run correctly unless it has the dependency JavaSE-1.8, and the JUnit test `UserInterfaceTest` needs JUnit 5. To add these, go into Project -> Properties -> Libraries and add the library "JUnit 5" and edit the library "Java SE 1.6" to instead be "Java SE 1.8."
5. The program will now run as intended via `UserInterface.java`, and `UserInterfaceTest.java` provides a series of tests for the program.

Using runnable JAR

1. Download the ZIP of the project at <https://github.com/jake-allen/YALA.git>.

2. Move the YALA-master file to a location of your choice.
3. Click on the YALA.jar file in the YALA-master folder. It will not work if you move the jar outside of the folder as it depends on files inside of subfolders.

Issue Tracking and Commits

Git Commits

Total: 100 commits

Jake Allen: 49 commits

Sam Hobbs: 29 commits

Evan Berryman: 22 commits

Issues

General: 12 items

Jake Allen: 36 items

Sam Hobbs: 27 items

Evan Berryman: 25 items

Hours

Total: 129 hours

Jake Allen: 44 hours

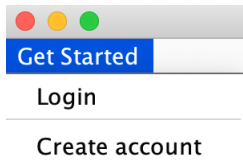
Sam Hobbs: 43 hours

Evan Berryman: 42 hours

YALA – Yet Another List App

User Guide

Account Management



Create Account

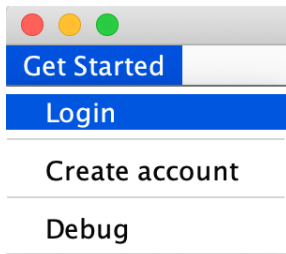
1. Press “Get Started”
2. Press “Create Account”
3. Fill out your username, email, and password. Do not use the same email multiple times, but your username and password can be anything.

A screenshot of the YALA application window titled 'YALA - Yet Another List App'. It shows a form with three input fields: 'Enter username:' with the text 'newaccount', 'Enter email:' with the text 'newaccount@test.com', and 'Enter password:' with masked characters. There are 'Submit' and 'Cancel' buttons at the bottom right.

4. Press “Submit”
5. You will now be at the logged in page with your new account

Logging In

1. Press get started



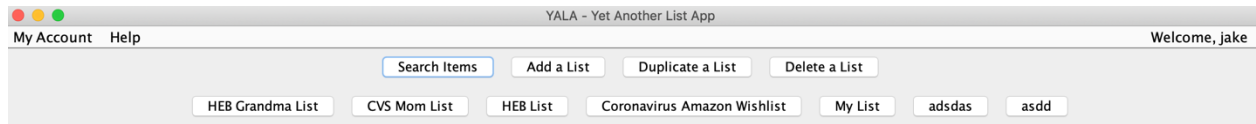
2. Press “Login”

A screenshot of the YALA application window titled 'YALA - Yet Another List App'. It shows a form with two input fields: 'Enter email:' and 'Enter password:'. There are 'Submit' and 'Cancel' buttons at the bottom.

3. Fill out your email and password information

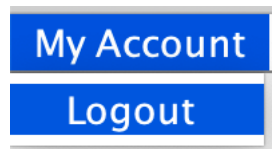
A screenshot of the YALA application window titled 'YALA - Yet Another List App'. It shows the 'Login' form with the email field filled with 'jake@jakeallen.com' and the password field filled with masked characters. There are 'Submit' and 'Cancel' buttons at the bottom.

4. Click submit
5. If you have created an account, you will then be logged in



Logging Out

1. Press "My Account"
2. Press "Logout"



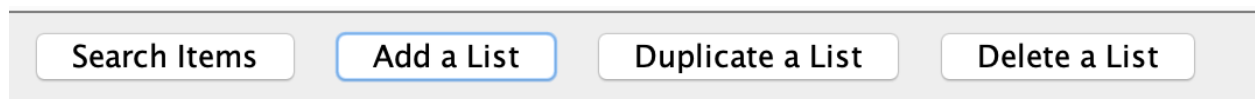
3. You will then be back at the "Get Started" entry page

List Modification



Creating a List

1. Select "Add a List"



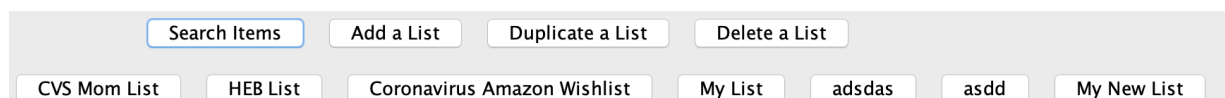
2. Fill out your list name

A screenshot of a dialog box titled "Add List". It contains a text input field labeled "List name:" which is currently empty. Below the input field are two buttons: "Submit" and "Cancel".

3. Click "Submit"

A screenshot of the "Add List" dialog box. The "List name:" input field now contains the text "My New List". The "Submit" and "Cancel" buttons are still present.

4. Your empty, new list will now appear

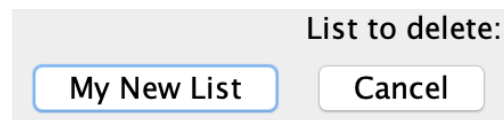


Deleting a List

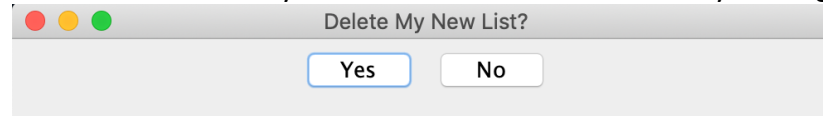
1. Select "Delete a List"



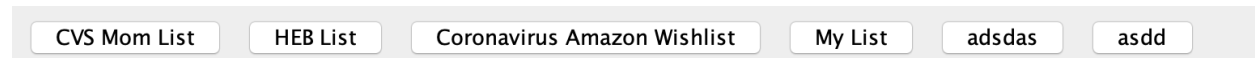
2. Select the list you would like to delete



3. Confirm that you would like to delete the list by clicking "Yes"

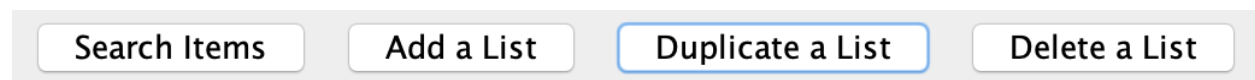


4. The list you chose will now no longer appear in your lists

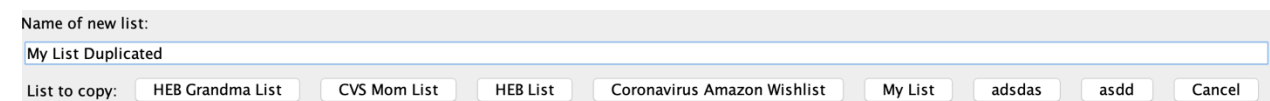


Duplicating a List

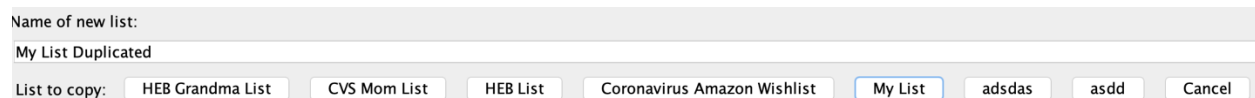
1. Select "Duplicate a List"



2. Enter the name you want to call the new list



3. Click the list that you would like to duplicate



4. The new list will now be displayed

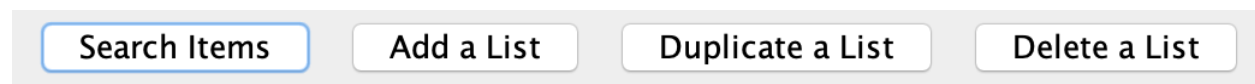


Item Lookup

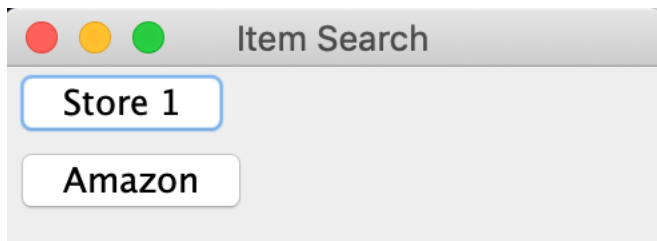
Finding a Store



1. Press "Search Items"



2. You can now view the stores, and click on the store you want to see its items

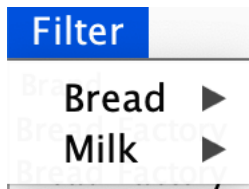


Adding an Item

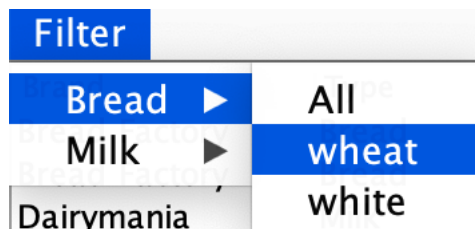
1. Press the store you would like to add an item from

Filter			
Brand	Type	Extra	Add Item
Bread Factory	Bread	wheat	Add Item
Bread Factory	Bread	white	Add Item
Dairymania	Milk	2%	Add Item
Dairy Farms	Milk	whole	Add Item

2. If you do not see the item you want, press “Filter” in the top left



3. Use the filter to narrow down the options, since we are looking for wheat bread, we hover over bread, and then press “wheat”



4. The results will now be narrowed down

Filter			
Brand	Type	Extra	Add Item
Bread Factory	Bread	wheat	Add Item

5. Press "Add Item" in the row of the item that you would like to add to your list

Select List

HEB Grandma List
CVS Mom List
HEB List
Coronavirus Amazon Wishlist
My List
adsdas
asdd

How many?

1

Add Item

6. Click on the list that you would like to add the item to, and edit the quantity if you want it to be more than one

Select List

HEB Grandma List
CVS Mom List
HEB List
Coronavirus Amazon Wishlist
My List
adsdas
asdd

How many?

2

Add Item

7. Press "Add Item"

8. The item will now be added to the list you selected

HEB Grandma List

Cross/Uncross Delete Highlight item you wish to modify.

Item	Store	NumLeft
Bread	HEB #367	2
Flour	HEB #367	1
Brown Sugar	HEB #367	1
Nintendo Wii Console	Amazon	1
Nintendo DS Handheld	Amazon	1
Nintendo DS Handheld	Amazon	1
Bread Factory Bread w...	Store 1	2

Items Modification

Crossing Off an Item

HEB Grandma List CVS Mom List HEB List Coronavirus Amazon Wishlist My List adsdas asdd

1. Select a list

HEB Grandma List

Cross/Uncross Delete Highlight item you wish to modify.

Item	Store	NumLeft
Bread	HEB #367	2
Flour	HEB #367	1
Brown Sugar	HEB #367	1
Nintendo Wii Console	Amazon	1
Nintendo DS Handheld	Amazon	1
Nintendo DS Handheld	Amazon	1
Bread Factory Bread w...	Store 1	2

2. Select an item that you would like to cross off so that its row is highlighted

HEB Grandma List

Cross/Uncross Delete Highlight item you wish to modify.

Item	Store	NumLeft
Bread	HEB #367	2
Flour	HEB #367	1
Brown Sugar	HEB #367	1
Nintendo Wii Console	Amazon	1
Nintendo DS Handheld	Amazon	1
Nintendo DS Handheld	Amazon	1
Bread Factory Bread w...	Store 1	2

3. Select "Cross/Uncross"

HEB Grandma List

Cross/Uncross Delete Highlight item you wish to modify.

Item	Store	NumLeft
Bread	HEB #367	Complete (2 in cart)
Flour	HEB #367	1
Brown Sugar	HEB #367	1
Nintendo Wii Console	Amazon	1
Nintendo DS Handheld	Amazon	1
Nintendo DS Handheld	Amazon	1
Bread Factory Bread w...	Store 1	2

Uncrossing an Item

HEB Grandma List

CVS Mom List

HEB List

Coronavirus Amazon Wishlist

My List

adsdas

asdd

1. Select a list

HEB Grandma List		
Cross/Uncross	Delete	Highlight item you wish to modify.
Item	Store	NumLeft
Bread	HEB #367	Complete (2 in cart)
Flour	HEB #367	1
Brown Sugar	HEB #367	1
Nintendo Wii Console	Amazon	1
Nintendo DS Handheld	Amazon	1
Nintendo DS Handheld	Amazon	1
Bread Factory Bread w...	Store 1	2

2. Select the item that you would like to uncross

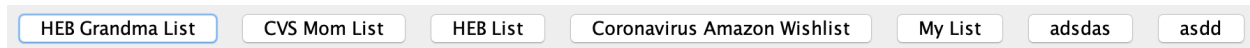
HEB Grandma List		
Cross/Uncross	Delete	Highlight item you wish to modify.
Item	Store	NumLeft
Bread	HEB #367	Complete (2 in cart)
Flour	HEB #367	1
Brown Sugar	HEB #367	1
Nintendo Wii Console	Amazon	1
Nintendo DS Handheld	Amazon	1
Nintendo DS Handheld	Amazon	1
Bread Factory Bread w...	Store 1	2

3. Select "Cross/Uncross"

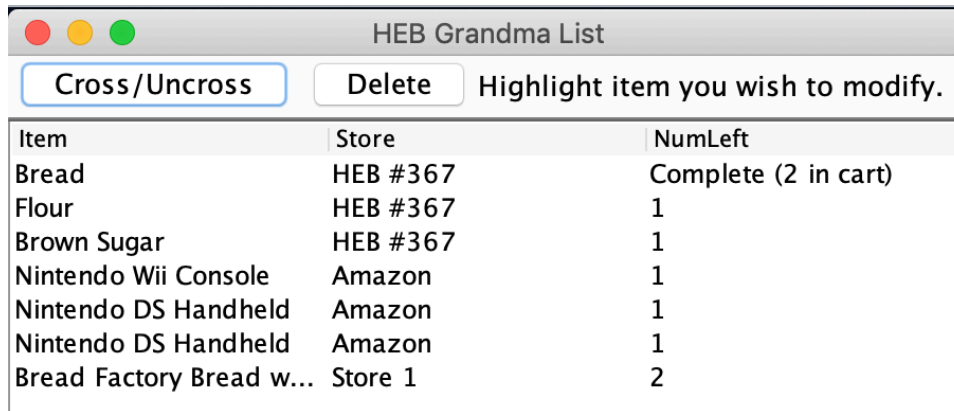
HEB Grandma List		
Cross/Uncross	Delete	Highlight item you wish to modify.
Item	Store	NumLeft
Bread	HEB #367	2
Flour	HEB #367	1
Brown Sugar	HEB #367	1
Nintendo Wii Console	Amazon	1
Nintendo DS Handheld	Amazon	1
Nintendo DS Handheld	Amazon	1
Bread Factory Bread w...	Store 1	2

4. Your item will now be uncrossed off and removed from your cart

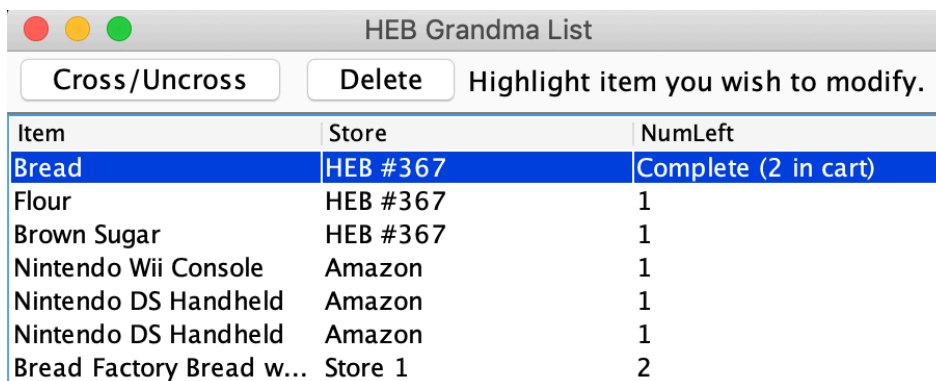
Deleting an Item



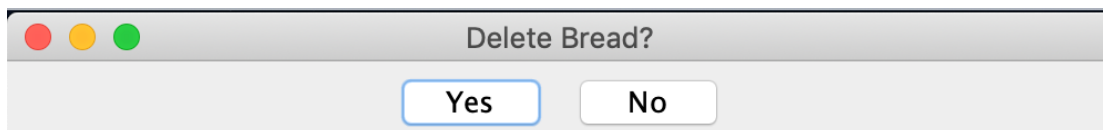
1. Select a list



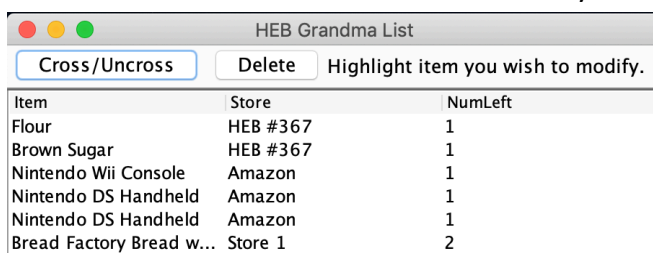
2. Select the item you would like to delete from the list



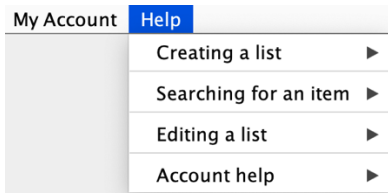
3. Press "Delete"



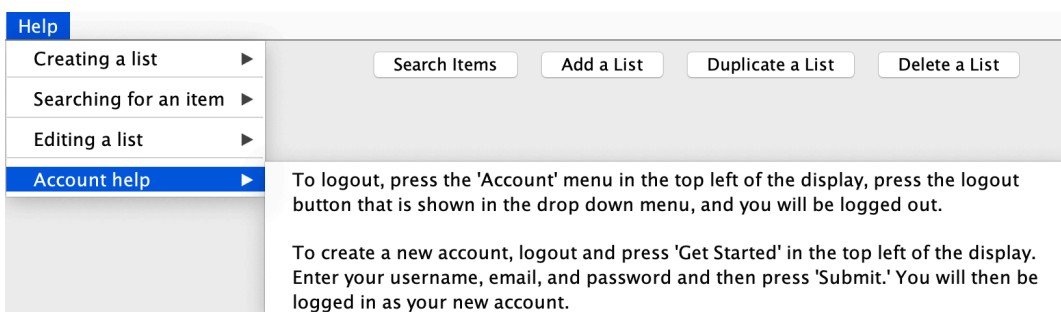
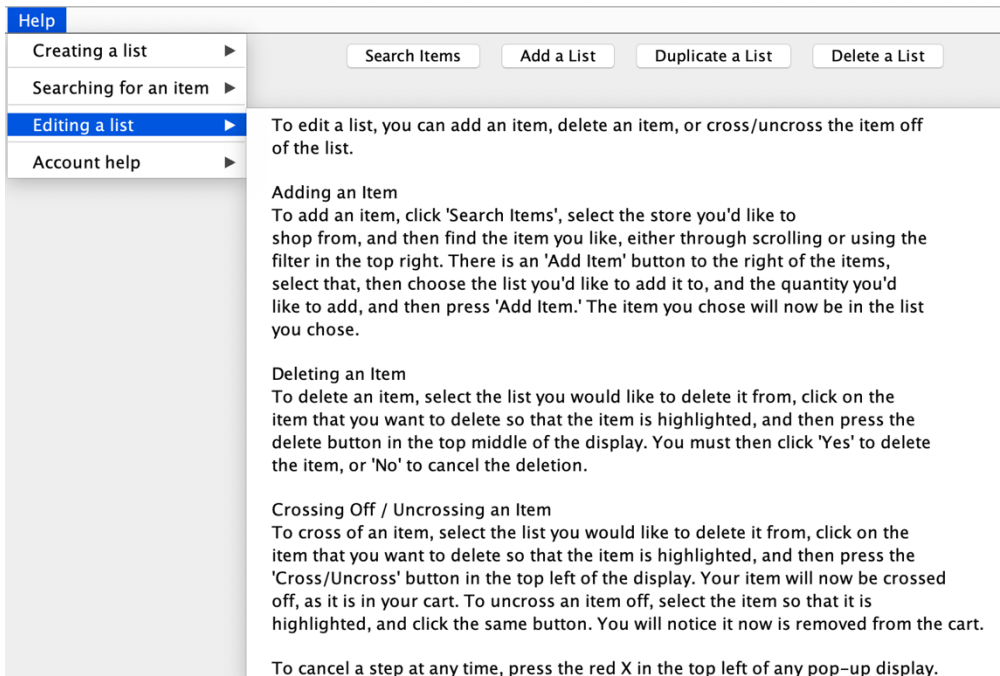
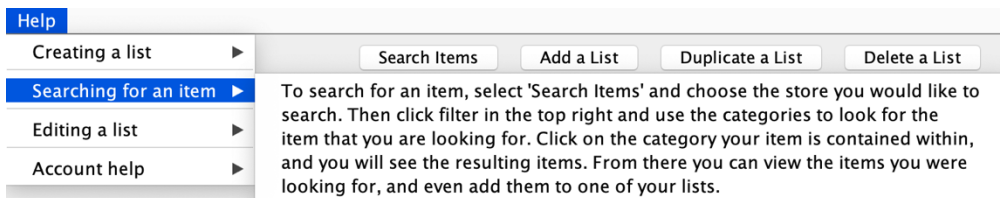
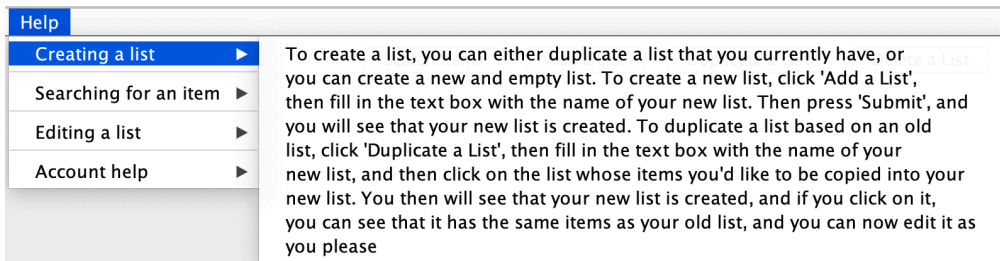
4. Confirm that you want to delete the item by pressing "Yes"
5. The item will now be removed from your list



Getting Help in App



1. Press “Help” in the top left corner
2. Hover over the menu option that corresponds to what you are looking for



YALA_Gantt_Diagram

Dec 1, 2020

Software I - Jake Allen,
Evan Berryman, Sam
Hobbs

<https://github.com/jake-allen/YALA>

Project manager

Project dates

Sep 7, 2020 - Dec 2, 2020

Completion

100%

Tasks

38

Resources

3

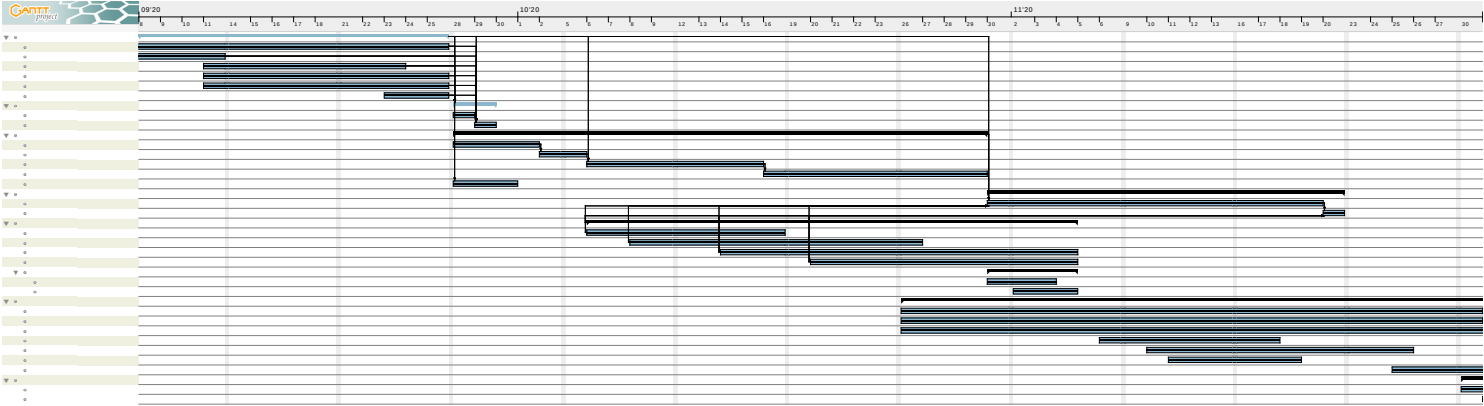
Tasks

Name	Begin date	End date
Inception	9/7/20	9/25/20
Vision of the Project	9/7/20	9/25/20
Project Plan	9/7/20	9/11/20
Use Cases & Scenarios	9/11/20	9/23/20
Relevant Diagrams	9/11/20	9/25/20
Requirement Analysis	9/11/20	9/25/20
Glossary	9/23/20	9/25/20
Iteration I Presentation	9/28/20	9/29/20
Finalize Presentation	9/28/20	9/28/20
Present	9/29/20	9/29/20
Elaboration	9/28/20	10/29/20
Analytical Model	9/28/20	10/1/20
Software Architecture Description	10/2/20	10/5/20
Architecture Prototype	10/6/20	10/15/20
Refine Architecture Prototype	10/16/20	10/29/20
Design Model	9/28/20	9/30/20
Iteration II Presentation	10/30/20	11/20/20
Prepare Presentation	10/30/20	11/19/20
Present	11/20/20	11/20/20
Construction	10/6/20	11/4/20
Design Model	10/6/20	10/16/20
Software Components and Subsystems	10/8/20	10/26/20
Integration	10/14/20	11/4/20
Test Planning	10/20/20	11/4/20
Documentation	10/30/20	11/4/20
User Manual	10/30/20	11/3/20
Installation Guide	11/2/20	11/4/20
Transition	10/26/20	12/1/20
Software Increment	10/26/20	11/30/20
Software Maintenance	10/26/20	11/30/20
Test Reporting	10/26/20	12/1/20
Statistics/User Monitoring	11/6/20	11/17/20
User Feedback	11/10/20	11/25/20
Performance Analysis	11/11/20	11/18/20
Adaptations	11/25/20	12/1/20
Iteration III Presentation	11/30/20	12/1/20
Prepare Presentation	11/30/20	12/1/20
Present	12/1/20	12/1/20

Resources

Name	Default role
Evan Berryman	Leader / Engineer
Jake Allen	Project Manager / Engineer
Sam Hobbs	Engineer

Gantt Chart



Resources Chart

