

EzWatchlist - Developer Guide

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1. Setting up

Refer to the guide [here](#).

2. Design

2.1. Architecture

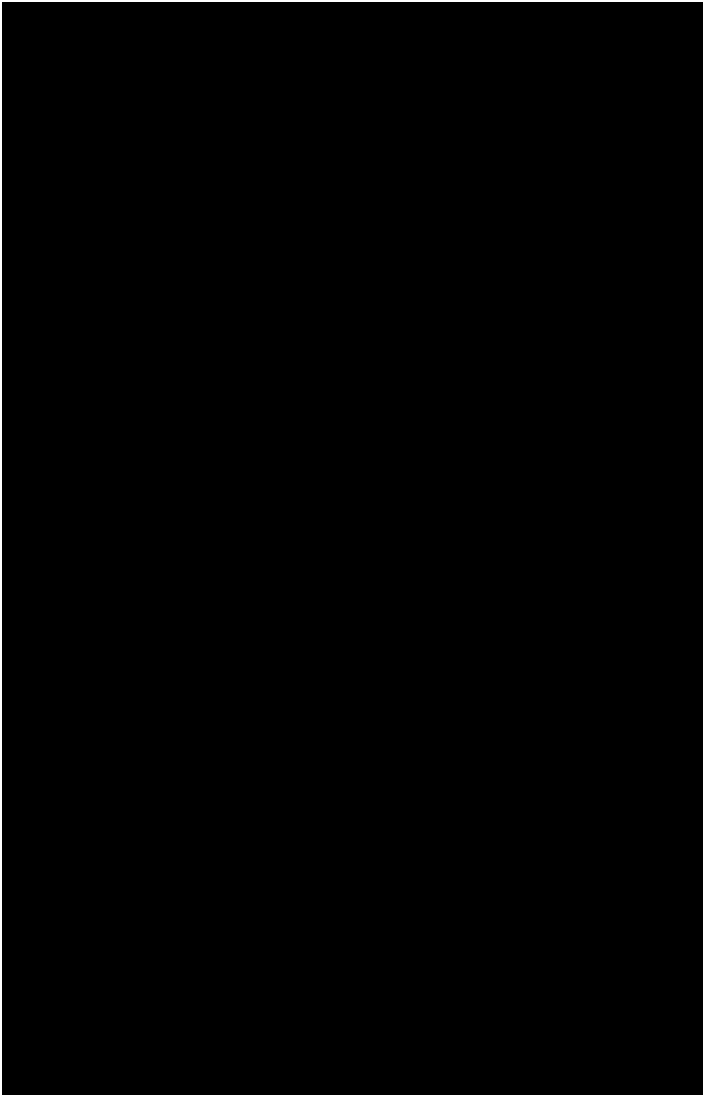


Figure 1. Architecture Diagram

The *Architecture Diagram* given above explains the high-level design of the App. Given below is a quick overview of each component.

TIP

The `.puml` files used to create diagrams in this document can be found in the [diagrams](#) folder. Refer to the [Using PlantUML guide](#) to learn how to create and edit diagrams.

Main has two classes called **Main** and **MainApp**. It is responsible for,

- ¥ At app launch: Initializes the components in the correct sequence, and connects them up with each other.

- ¥ At shut down: Shuts down the components and invokes cleanup method where necessary.

Commons represents a collection of classes used by multiple other components. The following class plays an important role at the architecture level:

¥ **LogsCenter** : Used by many classes to write log messages to the App's log file.

The rest of the App consists of five components.

¥ **UI** : The UI of the App.

¥ **Logic** : The command executor.

¥ **Model** : Holds the data of the App in-memory.

¥ **Storage** : Reads data from, and writes data to, the hard disk.

¥ **API** : Access data from an online database about Movies and Tv Shows.

Each of the five components

¥ Defines its *API* in an **interface** with the same name as the Component.

¥ Exposes its functionality using a **{Component Name}Manager** class.

For example, the **Logic** component (see the class diagram given below) defines its *API* in the **Logic.java** interface and exposes its functionality using the **LogicManager.java** class.

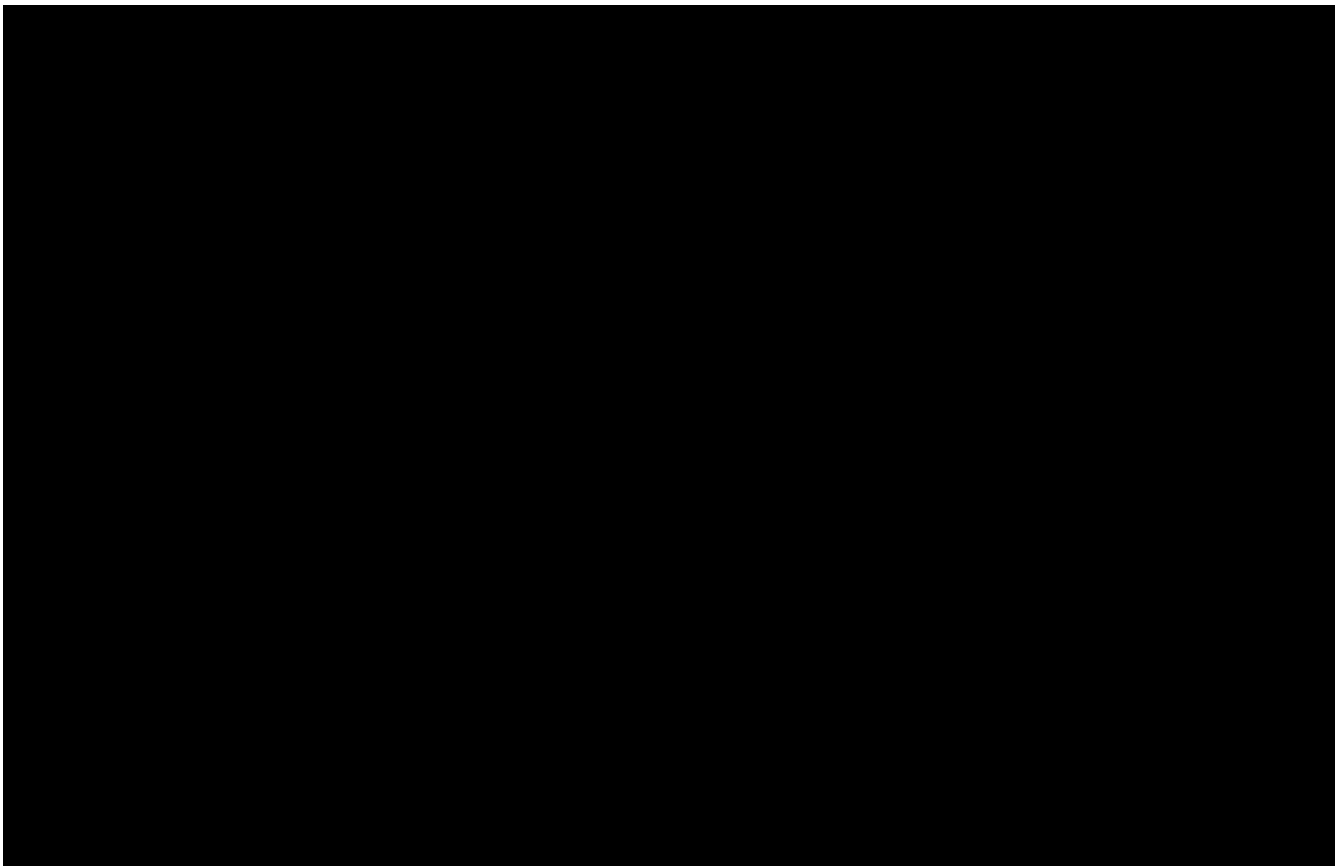


Figure 2. Class Diagram of the Logic Component

How the architecture components interact with each other

The *Sequence Diagram* below shows how the components interact with each other for the scenario where the user issues the command **delete 1**.

Figure 3. Component interactions for delete 1 command

The sections below give more details of each component.

2.2. UI component

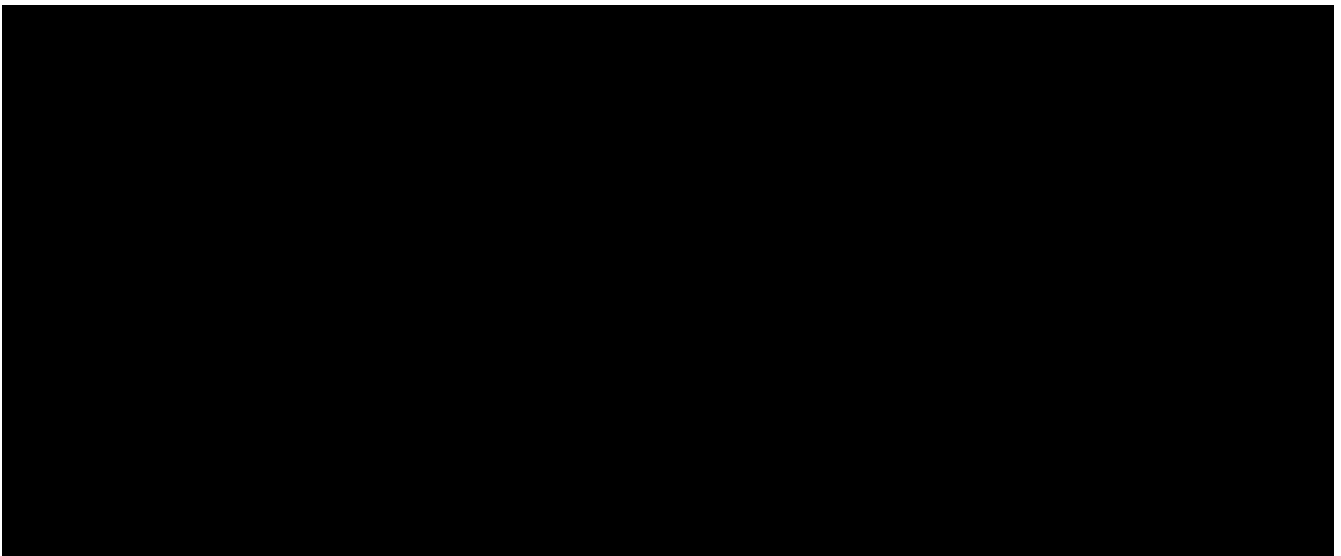


Figure 4. Structure of the UI Component

API : `Ui.java`

The UI consists of a `MainWindow` that is made up of parts e.g. `CommandBox`, `ResultDisplay`, `ShowListPanel`, `StatusBarFooter` etc. All these, including the `MainWindow`, inherit from the abstract `UiPart` class.

The UI component uses JavaFx UI framework. The layout of these UI parts are defined in matching `.fxml` files that are in the `src/main/resources/view` folder. For example, the layout of the `MainWindow` is specified in `MainWindow.fxml`

The UI component,

- ¥ Executes user commands using the **Logic** component.
- ¥ Listens for changes to **Model** data so that the UI can be updated with the modified data.

2.3. Logic component

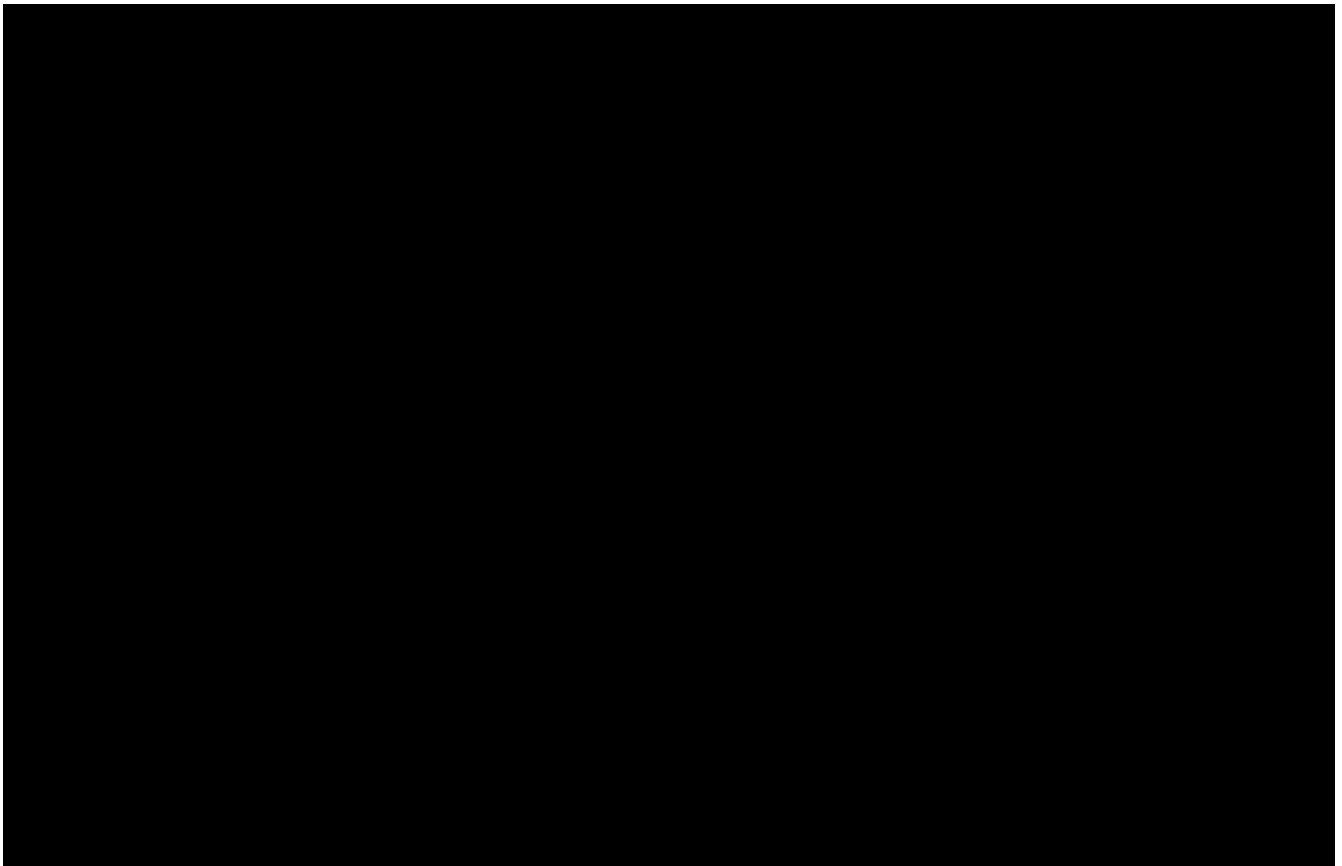


Figure 5. Structure of the Logic Component

API : **Logic.java**

1. **Logic** uses the **WatchListParser** class to parse the user command.
2. This results in a **Command** object which is executed by the **LogicManager**.
3. The command execution can affect the **Model** (e.g. adding a show).
4. The result of the command execution is encapsulated as a **CommandResult** object which is passed back to the **Ui**.
5. In addition, the **CommandResult** object can also instruct the **Ui** to perform certain actions, such as displaying help to the user.

Given below is the Sequence Diagram for interactions within the **Logic** component for the `execute("delete 1")` API call.

Figure 6. Interactions Inside the Logic Component for the delete 1 Command

NOTE	The lifeline for DeleteCommandParser should end at the destroy marker (X) but due to a limitation of PlantUML, the lifeline reaches the end of diagram.
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2.4. Model component

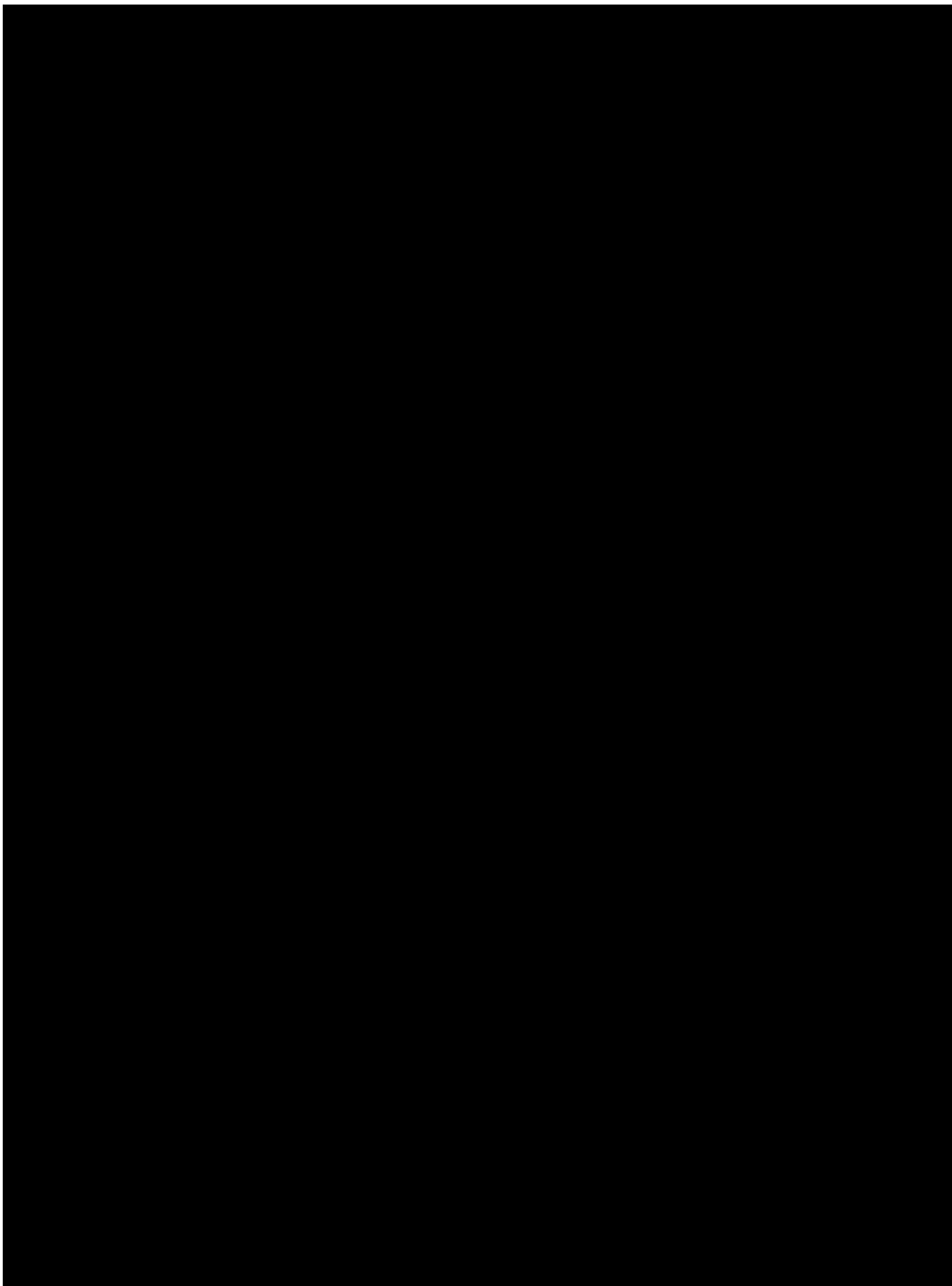


Figure 7. Structure of the Model Component

API : `Model.java`

The `Model`,

- stores a `UserPref` object that represents the user's preferences.

- stores the EzWatchlist data.

- exposes an unmodifiable `ObservableList<Show>` that can be 'observed' e.g. the UI can be bound to this list so that the UI automatically updates when the data in the list change.

- does not depend on any of the other three components.

As a more OOP model, we can store a **Actor** list in **Watch List**, which **Show** can reference. This would allow **Watch List** to only require one **Actor** object per unique **Actor**, instead of each **Show** needing their own **Actor** object. An example of how such a model may look like is given below.

NOTE

2.5. Storage component

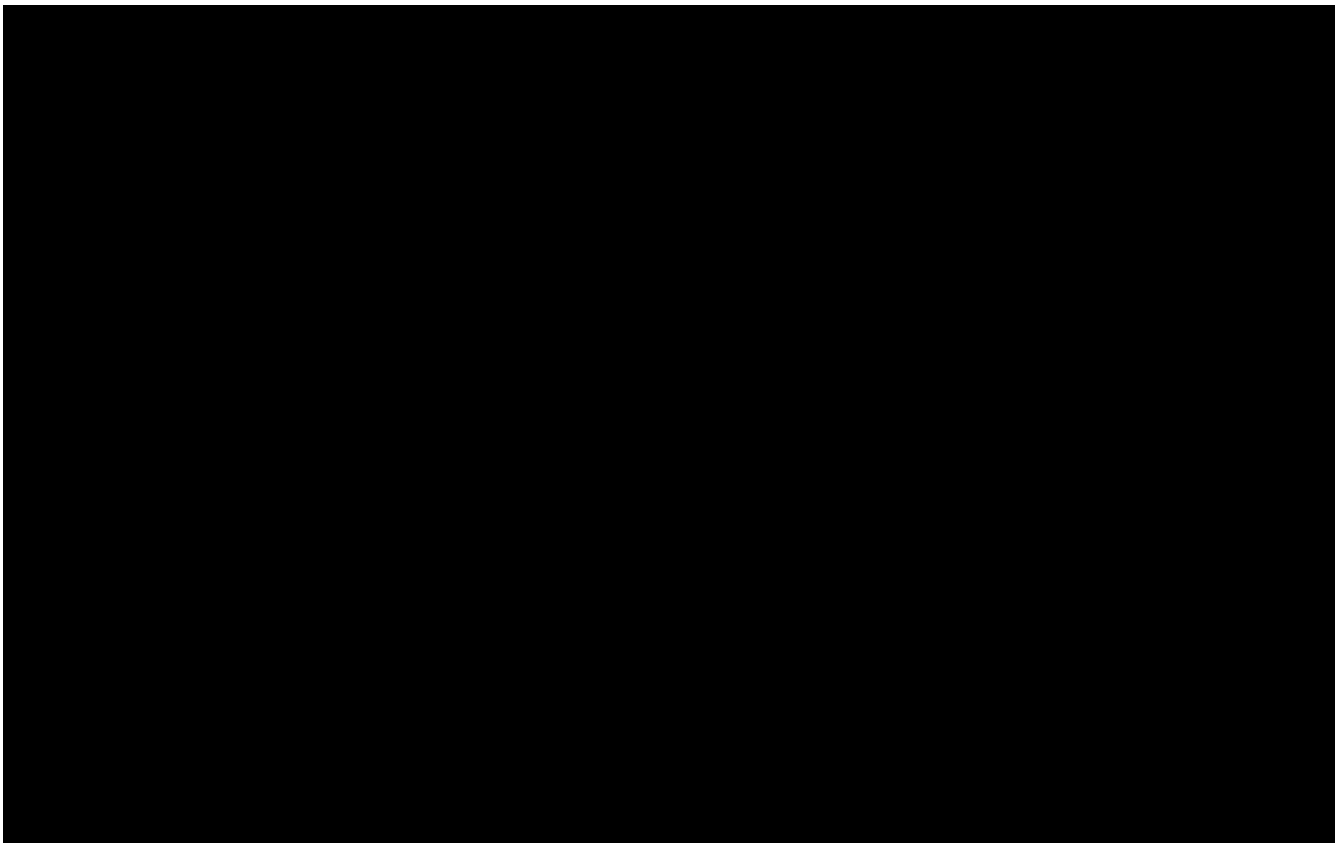


Figure 8. Structure of the Storage Component

API : **Storage.java**

The **Storage** component,

- ¥ can save **UserPref** objects in json format and read it back.

- ¥ can save the Watch list data in json format and read it back.

2.6. API component

Figure 9. Structure of the Api Component

API : `Api Manager.java`

In Figure 9, we see the structure of the API component centered around `Api Manager`. Moreover:

1. `Api Manager` uses the `Api Util` class for static methods for data handling.
2. The `Api Util` class creates an `Image Retrieval` object for retrieving images over the network and a `Recommendation Engine` object to generate recommendations.
3. `Api Manager` object encapsulated by the interface `Api Interface` can be created at any point in the application to access the online database.
4. If no network connection can be established, an `Online Connection Exception` is thrown.
5. `Api Manager` will not affect any of the internal logic and model in the application.

2.7. Common classes

Classes used by multiple components are in the `seedu.EzWatchlist.common` package.

3. Implementation

This section describes some noteworthy details on how certain features are implemented.

3.1. [Feature] Mark/unmark as watched feature

The watch feature allows users to mark or unmark shows as watched. It also allows users to keep track of the latest episode of a TV series that they have watched.

3.1.1. Implementation

The mark/unmark as watched mechanism is facilitated by `WatchCommand` which can be found under the commands package. It extends `Command` and uses the `WatchCommandParser` to process the command entered by the user.

Given below is an example usage scenario and how the mark/unmark as watched mechanism works at each step.

Step 1. The user launches the application, and executes `watch 1 s/2 e/3` command to update the latest watched episode of the first show in the list.

Step 2. Entering the command calls `WatchListParser#parseCommand()`, which in turn returns a new `WatchCommandParser` and the `WatchCommandParser#parse()` command is called.

Step 3. A new `WatchCommand` is created, with the index of the show being parsed as a field of the `WatchCommand`. A new `WatchShowDescriptor` is also created to relay the episode number and season number to the `WatchCommand` object.

Step 4. The `WatchCommand#execute()` method is called, referencing the current `model`, and the show that is in the current `FilteredShowList` is referenced based off the current `model`.

NOTE | If the `index` is out of bounds, a new `CommandException` is thrown.

Step 5. A copy of the show is created through the use of `WatchCommand#createEditedShow()`, with the new total number of seasons and episodes updated if there are any changes. A new `isWatched` value of the show is also determined based on the number of episodes that are watched.

The following activity diagram below summarizes the calculation of the number of episodes watched:



Figure 10. WatchActivityDiagram showing how episodes are calculated

Step 6. The show in the current show list is updated to the newly created copy with the updated watched status and latest episode watched, and a `CommandResult` with the new watched status of the show is created.

The following sequence diagram shows how the watch operation works:

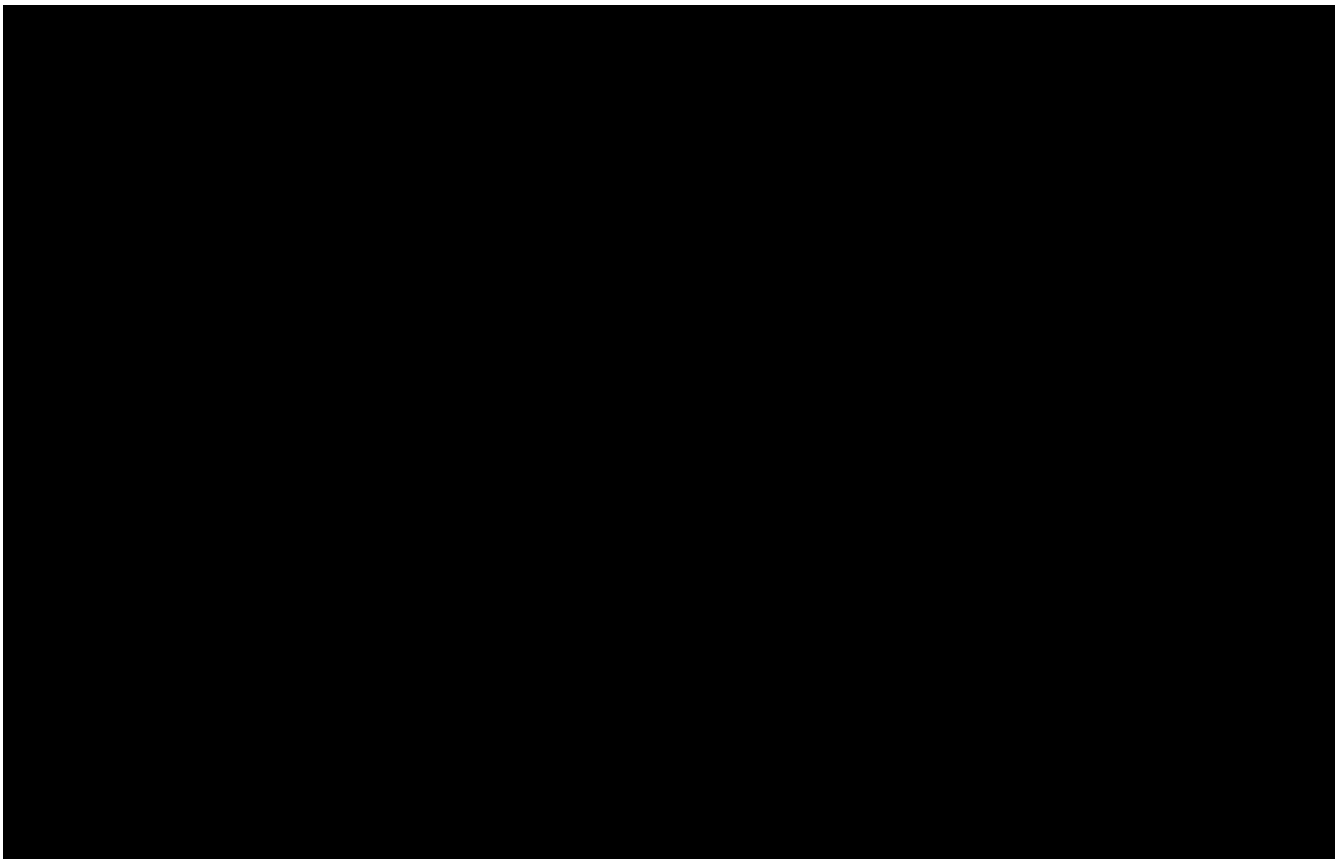


Figure 11. WatchSequenceDiagram showing flow of the watch command

3.1.2. Design Considerations

Aspect: Creating a new WatchCommand instead of an altered EditCommand

- ¥ Alternative 1 (current choice): Creating a new WatchCommand class for changing the 'watch' status of a show.
 - ! Pros: Enables for greater cohesion since there is a specific command for editing the 'watch' status of a show.
 - ! Cons: Requires longer code, and the code is also repetitive since its implementation is similar to that of the EditCommand.
- ¥ Alternative 2: Use the WatchCommandParser to create a new EditCommand object that edits the watch status of the show.
 - ! Pros: Less code repetition and shorter code in general.
 - ! Cons: This will mean that there is less cohesion of the code and greater dependencies since more classes depend on the EditCommand class.

3.2. [Proposed] Statistics feature

3.2.1. Proposed Implementation

The statistics feature is facilitated by Statistics object. It extends EzWatchList with a summary of the users' personal preferences and footprint including the most watched genre, shows that you might have forgotten to watch, and the recommendations generated for you. It is stored internally

as an `Statistics` object containing a `ModelManager`. Additionally, it implements the following operations:

- ¥ `Statistics#getFavouriteGenre()` "Ñ" Gives the genre that appears the most number of times in the list of watched shows.
- ¥ `Statistics#getForgotten()` "Ñ" Gives the 3 shows that were added the earliest but have not been watched.
- ¥ `Statistics#getRecommendation()` "Ñ" Gives 3 recommendations according to the watched shows.

Given below is a usage scenario of a user checking his/her statistics page.

Step 1. The user launches the application. The `Statistics` object will be initialized with `ModelManager` containing the current watchlist and watched list. Behind the scenes, the 3 statistics will be calculated and the statistics panel will be populated with the result.

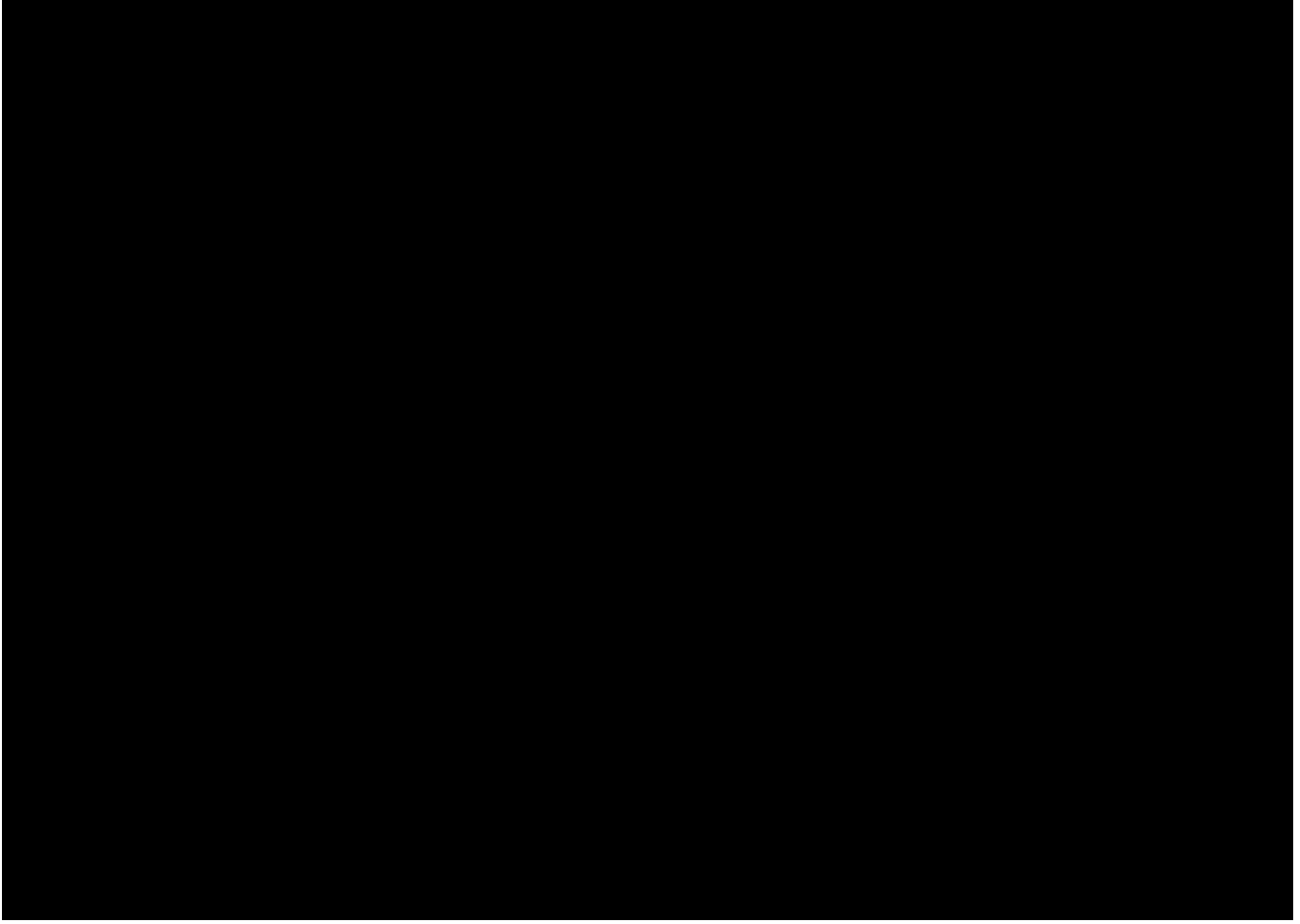
Step 2. The user clicks on the statistic button and sees the content.

This is the sequence diagram of `getFavouriteGenre()`.

This is the sequence diagram of `getForgotten()`.

This is the sequence diagram of `getRecommendation()`.

The following activity diagram summarizes the workflow of Statistics:



3.2.2. Design Considerations

Aspect: How Statistics stores the watchlist and watched list

¥ Alternative 1 (current choice): Saves the whole ModelManager as a field.

! Pros: Easy to implement and make use of.

! Cons: More dependency on ModelManager.

¥ Alternative 2: Saves the watchlist and watched list as fields respectively.

! Pros: Less dependency on ModelManager.

! Cons: Less potential functionality and the lists might not be up-to-date.

Aspect: When the results are calculated

¥ Alternative 1 (current choice): Calculate when the application starts and update when there are changes.

! Pros: It appears more responsive in terms of navigating around the application.

! Cons: Need to constantly recalculate and update the results.

¥ Alternative 2: Calculate when the user navigate to Statistics panel.

! Pros: Less calculation needed.

! Cons: Appear less responsive.

3.3. Logging

We are using `java.util.logging` package for logging. The `LogsCenter` class is used to manage the logging levels and logging destinations.

- ¥ The logging level can be controlled using the `LogLevel` setting in the configuration file (See [Section 3.5, Configuration](#))
- ¥ The `Logger` for a class can be obtained using `LogsCenter.getLogger(Class)` which will log messages according to the specified logging level
- ¥ Currently log messages are output through: `Console` and to a `.log` file.

Logging Levels

- ¥ `SEVERE` : Critical problem detected which may possibly cause the termination of the application
- ¥ `WARNING` : Can continue, but with caution
- ¥ `INFO` : Information showing the noteworthy actions by the App
- ¥ `FINE` : Details that is not usually noteworthy but may be useful in debugging e.g. print the actual list instead of just its size

3.4. Online Data

We are using [The Movie Database \(TMDB\)](#) to retrieve information on movies and tv shows.

3.4.1. Implementation

All interactions with the third party library are facilitated by the interface `Api Interface`. Methods in `Api Interface` are the main way the application retrieves any online information from the database.

Methods in ApiInterface

- ¥ `getMovieByName` : The method will return a list of movies in the database based on the name of the movie given
- ¥ `getTvShowByName` : The method will return a list of tv shows in the database based on the name of the tv show given
- ¥ `isConnected` : Checks if the application is connected online to the database
- ¥ `getUpcomingMovies` : The method will return a list of upcoming movies from the database.
- ¥ `getMovieByGenre` : The method will return a list of movies from the database based on a set of genres.
- ¥ `getMovieRecommendations` : The method will return a list of movie recommendations specified by the amount required based on the user's movies.
- ¥ `getTvShowRecommendations` : The method will return a list of tv shows recommendations specified by the amount required based on the user's tv shows.

`Api Manager` is an implementation of `Api Interface` and is dependent on a `java wrapper` for the TMDB api implemented by Holger Brandl. Allowing us to retrieve information in the java code.

Given below is an example of how the application might want to retrieve movie information through `Api Interface`.

Step 1. First an instance of a class implementing `Api Interface` has to be created for the methods to be called such as `Api Manager`. When `Api Manager` is instantiated the class's internal field `Api Key`'s is used to create a call object to the TMDB database. All information retrieved must go through this class's api call object.

Step 2. The method `getMovieByName("Name Of Movie")` is called and the api call object is passed to the corresponding method in the class `Api Util`. The corresponding method then searches for the movie in the database with the name given. A list of wrapped movies is given back, which is then read and used to create new instances of our application's `Show` model with information wrapped in classes such as `Name`, `Description`, and `Actor`.

Step 3. To retrieve an image from the database, an image url is downloaded to the computer. The class `Image Retrieval` does this. An `Image Retrieval` instance is created by the method for each image, and is downloaded to a root folder determined by `Image Retrieval #default Directory()`.

Step 4. A `poster` class is then created with the image path of the downloaded image. At any point, the `poster` object can be used to load images in the application.

Step 5. With the list of movies returned, the application can then read the internal `Movie` object returned. The `Poster` object in the `Movie` object can be used to load the poster of the movie, and the other fields can be shown to the user as seen in Figure 12.

Figure 12. The movie component shown to the user in EzWatchList.

NOTE

At any point the application might fail due to the application not being connected to the internet. If that occurs a `OnlineConnectionException` is thrown for the application to handle.

The relationship between all the classes, and their methods are shown in the following class diagram in Figure 13:

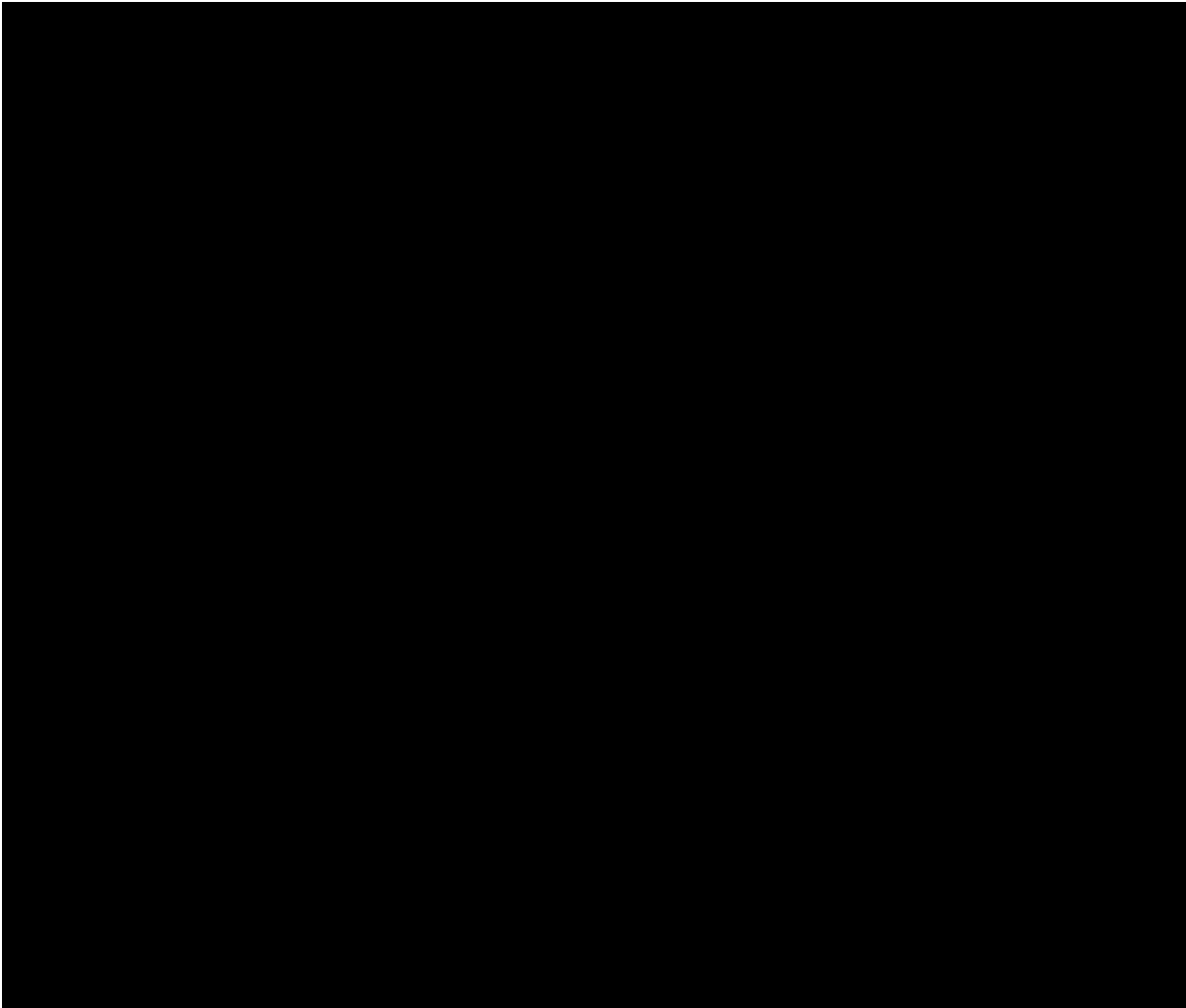


Figure 13. Detailed Api Class Diagram

3.4.2. Design Considerations

Why this implementation was chosen

- ¥ All API interactions would be in the API package and go through ApiInterface.

- ! Pros:

- # The application wouldn't have to seek access to the database on their own. The interface should provide all the functionality needed.
- # Follows the Single Responsibility Principle (SRP) that a module in the program should be encapsulated and have one responsibility.

3.4.3. Aspect: Image retrieval implementation

Images are retrieved through the `ImageRetrieval` class. Which downloads the image into the computer, wrapping a `Poster` class with the local path of the image, for the application to access images.

Design Considerations

- ¥ Alternative 1 (current choice): Download the image into the computer then access it locally on the computer.

! Pros:

- # Easier to keep track of images.

- # All images are retrieved the same way making it easier to implement showing the images.

! Cons:

- # All images shown are currently downloaded without being deleted, hence the amount of images downloaded can get unwieldy quickly, increasing amount of memory used.

¥ Alternative 2: Parse the online url to the application for them to access the image online when needed.

! Pros:

- # No need for the images to be downloaded allows less memory to be used by the application.

! Cons:

- # Everytime the image is viewed, the application has to retrieve it from online making it more intensive on the network.

- # If the internet connection fails, the image can no longer be viewed.

3.4.4. Aspect: Recommendations

Recommendations are generated through the `RecommendationEngine` class in the API package. Currently, recommendations are retrieved through the `ApiInterface` implemented in the API package.

Implementation

Given below in Figure 14 is a *sequence diagram* of how the recommendations are generated when called from the `Api Manager`.

Figure 14. Sequence Diagram of Movie Recommendations retrieval.

Step 1. First an instance of `RecommendationEngine` is created by passing in the list of movies the user has and the api call object generated by the instance of the `ApiManager` object.

Step 2. The method `getMovieRecommendations(numberOfRecommendations)` is called in the `RecommendationEngine` object and it will:

- ¥ Check if the list is valid to generate recommendations.
- ¥ Parse the list to get the online entries in the database, and their recommendations from the database.
- ¥ For each recommendation, store it in a *HashMap* and if there are duplicates increase the value. This counts the amount of occurrences each recommendation occurs.
- ¥ Filter the entries to remove all entries that the user already has.

Step 3. The recommendations are then sorted based on the amount of occurrences in appears in the *HashMap*.

Step 4. The recommendations are then returned in a list in which the length depends on the amount of recommendations requested.

Step 5. With the list of movies returned, the application can then display the movie recommendations back to the user.

NOTE

If no recommendations can be generated, a `NoRecommendationsException` is thrown. Moreover, an `OnlineConnectionException` is still thrown when not connected to the internet.

3.5. Configuration

Certain properties of the application can be controlled (e.g user prefs file location, logging level) through the configuration file (default: `config.json`).

3.6. [Feature] Search feature

3.6.1. Implementation

The `searchCommand` extends `Command` and uses `SearchCommandParser` to process the command entered by the user.

Given below is an example usage scenario and how the search mechanism behaves at each step.

Step 1. The user launches the application and executes `search n/Joker` command to search for a show with the name "Joker".

Step 2. Entering the command calls `SearchCommandParser#parse()`.

Step 3. A new `SearchCommand` is created, with the list containing the name of the show to be searched as a field of `SearchCommand`.

Step 4. The `SearchCommand#execute()` method is called, referencing the current model.

Step 5. The `SearchCommand#searchByName()` method is called, referencing the current model.

Step 6. The `SearchCommand#addShowFromWatchListIfSameNameAs()` method is called, referencing the current model and name of search to be searched from the list of names.

Step 7. The `Model#getShowIfHasName()` method is called and any show with the name to be searched is added to the `filteredShowList`.

Step 8. The `SearchCommand#addShowToSearchResult()` method is called and shows from the `filteredShowList` is added to the `searchResult`.

Step 9. The `SearchCommand#addShowFromOnlineIfSameNameAs()` method is also called, referencing the name of show to be searched from the list of names.

NOTE | If the user is not connected online, a new `OnlineConnectionException` is thrown.

Step 10. The `SearchCommand#addOnlineMovieSearchedByNameToResults()` method is called, referencing the name of show to be searched.

The following activity diagram summarises the workflow of Search:

Figure 2: Activity Diagram of `SearchCommand`

In Figure 2, the user first launches the app. After the user input a search command, the program runs and shows the list of shows found in the search page.

3.6.2. Design Considerations

Aspect: How `SearchCommand` takes in the information to be searched for

¥ Current choice: Takes in a hash map from `SearchCommandParser` and gets the list of information to be searched for.

! Pros: Easy to implement and make use of.

! Cons: Certain list might be redundant as there might have no information in them.

Aspect: How Search searches for the shows

¥ Current choice: Checks if the user choose to search by name, actor or both, then filter them accordingly.

! Pros: Easy to implement and make use of.

! Cons: User has to input either a name or actor to be searched.

! Cons: Logic is repetitive when searching based on actor or name.

3.7. [Feature] Add feature

3.7.1. Implementation

The `AddCommand` extends `Command` and uses `AddCommandParser` to process the command entered by the user.

There are two different ways of using add feature and both have different outcome.

Scenario 1: Adding show in the WatchList.

Scenario 2. Adding show found from online search.

Given below is an example usage of scenario 1 and how the add mechanism behaves at each step.

Step 1. The user launches the application and executes `add n/JokerÉ` command to add a show in the WatchList with the name "Joker".

Step 2. Entering the command calls `AddCommandParser#parse()`.

Step 3. A new `AddCommand` is created, with the show to be added in `AddCommand`.

Step 4. The `AddCommand#execute()` method is called, referencing the current model and add the show given by user to the `fi lteredShowLi st` found in model.

The following activity diagram summarises the workflow of Add:

[addactivitydiagram] | *addactivitydiagram.png*

Figure 3: Activity Diagram of `AddCommand`

In Figure 3, the user first launches the app. After the user input a add command, the program runs

and add the show input by user into WatchList.

3.7.2. Design Considerations

Aspect: How `AddCommand` executes

¥ Current choice: Create a show object and add it to a `filteredShowList` found in `ModelManager`.

! Pros: Easy to implement and make use of.

! Cons: May have performance issues in terms of memory usage.

Given below is an example usage of scenario 2 and how the add mechanism behaves at each step.

Step 1. The user uses the search(Online) command and executes `add INDEX` command to add a show from search result page of INDEX in the WatchList.

Step 2. Entering the command calls `AddCommandParser#parse()`.

Step 3. A new `AddCommand` is created, with the show to be added in `AddCommand`.

Step 4. The `AddCommand#execute()` method is called, referencing the current model and add the show given by user to the `searchList` of INDEX found in model.

The following activity diagram summarises the workflow of Add:

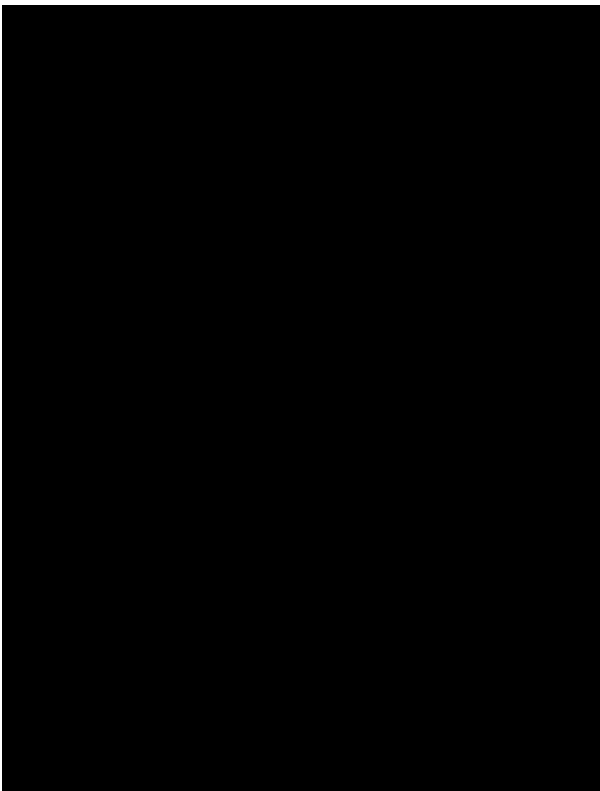


Figure 4: Activity Diagram of `AddCommand`

In Figure 4, User input search(online) command. User then input `add INDEX` command. Show of INDEX found in search result page is added to WatchList.

3.7.3. Design Considerations

Aspect: How `AddCommand` executes

- ¥ Current choice: Retrieve the show object found in `searchLi st` of INDEX from ModelManager and add it to `fi l teredShowLi st`.
- ¥ Pros: Enables for greater cohesion since there is a specific command for adding information of a show in watchlist.
- ¥ Cons: Requires longer code, and the code is also repetitive since its implementation is similar to that of the add and edit command
 - ! Cons: May have performance issues in terms of memory usage.

3.8. [Feature] Add feature (Extension)

3.8.1. Implementation

This `add` feature is an extension to the `add` feature found in previous feature. It is used after user has searched for a show using `search` feature and the user wants to add a certain show into his watchlist.

Given below is an example usage of `add` feature (Extension) and how the add mechanism behaves at each step.

Step 1. The user uses the `search(Online)` command and executes `add INDEX` command to add a show from search result page of INDEX in the WatchList.

Step 2. Entering the command calls `AddCommandParser#parse()`.

Step 3. A new `AddCommand` is created, with the show to be added in `AddCommand`.

Step 4. The `AddCommand#execute()` method is called, referencing the current model and add the show given by user to the `searchLi st` of INDEX found in model.

The following sequence diagram shows how the `add` extension operation works:

The following activity diagram summarises the workflow of Add:

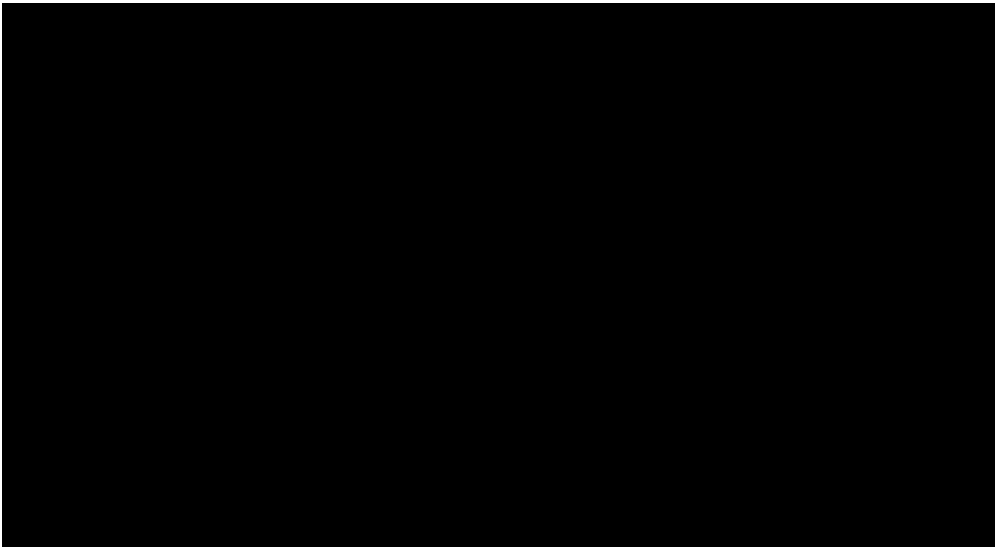


Figure 4: Activity Diagram of `AddCommand`

In Figure 4, User input search(online) command. User then input `add INDEX` command. Show of INDEX found in search result page is added to WatchList.

3.8.2. Design Considerations

Aspect: How `AddCommand` executes

- ¥ Current choice: Retrieve the show object found in `searchList` of INDEX from ModelManager and add it to `filteredShowList`.
- ¥ Pros: Enables for greater cohesion since there is a specific command for adding information of a show in watchlist.
- ¥ Cons: Requires longer code, and the code is also repetitive since its implementation is similar to that of the add and edit command
 - ! Cons: May have performance issues in terms of memory usage.

3.9. [Feature] Synchronise user's show data

The synchronise feature allows user to sync a show found in watchlist with online searched show data. It modifies all of the parameters/information is user selected show with online searched show data.

User may have added their show with their own information. However, user might not know some of the parameters such as actors. Thus, user can use the search online command `search n/` to look up information regarding that show.

Then, Synchronise command `sync` can be used to update information/modify on that show.

3.9.1. Implementation

The Synchronise feature is facilitated by `SyncCommand` object which can be found under the commands package. It extends `Command` and uses the `SyncCommandParser` to process the command

entered by the user.

Given below is an example usage scenario and how the Synchronise command work as Sync mechanism works at each step.

Pre-Condition: User has already added a certain show into watchlist manually. That show must have at least `name` and `type` parameters. Example of Pre-Condition: User has added Titanic movie into watchlist.

Step 1. The user launches the application, go to Search page and execute `search n/ti tani c`.

Step 2. The user execute `sync 1` command to synchronise index 1 of result page with a show in watchlist with same name (case-insensitive).

Step 3. Entering the command calls `SyncCommandParser#parseCommand()`, which in turn returns a new `SyncCommandParser` and the `SyncCommandParser#parse()` command is called.

Step 4. A new `SyncCommand` is created, with the index of the show being parsed as a field of the `SyncCommand`.

Step 5. The `SyncCommand#execute()` method is called, referencing the current `model`, and the show that is in the current `FilteredShowList` is referenced based off the current `model`.

NOTE	If the <code>index</code> is out of bounds, a new <code>CommandException</code> is thrown.
------	--

Step 6. A list of shows found in search page and watchlist are retrieved from `model`. The show according to the Index of the `searchpageList` are retrieved as well. Then, the list of show in watchlist will be checked through to match the name of the index show.

Step 7. If a show in watchlist matched with the name of the index show, `model.setShow` will be called to replace the show found in watchlist with index show. `CommandResult` will be return which contains information regarding the feedback result. Else, `CommandException` is thrown to notify user no similar show name is found in watchlist as index show.

The following sequence diagram shows how the sync operation works:

The following activity diagram summarises the workflow of Sync:



3.9.2. Design Considerations

Aspect: Creating a new Synchronise instead of an altered EditCommand and AddCommand

¥ Alternative 1 (current choice): Creating a new Synchronise class for replace information of a certain show found in search page with one in watchlist.

! Pros: Enables for greater cohesion since there is a specific command for replacing/modifying information of a show in watchlist.

! Cons: Requires longer code, and the code is also repetitive since its implementation is similar to that of the add and edit command

¥ Alternative 2: Use the SyncCommandParser to create a new EditCommand object that edits the information of a certain show found in search page with one in watchlist.

! Pros: Less code repetition and shorter code in general.

! Cons: This will mean that there is less cohesion of the code and perhaps greater dependencies since more classes depend on the EditCommand class.

4. Documentation

Refer to the guide [here](#).

5. Testing

Refer to the guide [here](#).

6. Dev Ops

Refer to the guide [here](#).

Appendix A: Product Scope

Target user profile:

- ¥ Users who are tidy and organised
- ¥ Forgetful person who has a need to keep track of what movies, tv series they would like to watch
- ¥ Tech-savvy users who prefer desktop apps over other types
- ¥ User can type fast
- ¥ User prefers typing over mouse input
- ¥ User is reasonably comfortable using CLI apps
- ¥ Movie/TV series lover

Value proposition:

EzWatchlist provides a unique, clean and simple way of organizing and keeping track of your watchlist. All in one solution to your problem.

Appendix B: User Stories

Priorities: High (must have) - * * *, Medium (nice to have) - * *, Low (unlikely to have) - *

Priority	As a É	I want to É	So that I canÉ
* * *	forgetful person	keep track of the shows to watch	I won't forget about them.
* * *	very neat and organised movie lover	can organise the movies I've watched in categories/groups	watch them again.
* * *	As an organised person	sort the movies and tv shows into genres	easily find a show from a genre that I want to watch.
* * *	As a movie lover	mark movies in the watchlist as 'watched'	keep track of what I have watched

Priority	As a É	I want to É	So that I canÉ
* * *	As a fickle person	delete a movie from the watchlist if I don't feel like watching it anymore	my watchlist will not be cluttered with movies that I have no interest in watching anymore.
* * *	Someone who loves keeping records	keep track of how many movies or tv series I have watched	
* * *	tech-savvy	do any task as quickly as possible	experience is pleasant and quick.
* * *	App user	categorize and search based on distinct things	everything is neat and pleasing.
* * *	App user	track where I am specifically in the series	I can remember where I am for that show.
* *	movie lover who likes to think about the message conveyed in the movie	I can note down some of my thoughts for every movie after watching	
* *	a movie critic	can track my thoughts and criticism of movie easily	it is organised.
* *	a movie/drama lover who also likes music	can note down the name of the soundtrack in the movie in a place specially for that.	

Priority	As a É	I want to É	So that I canÉ
* *	a movie lover	rate a movie that I have watched	I can know what movies I liked to watch
* *	a movie lover	can know about all the movies	I would be able to watch them in the cinemas when they are out.
* *	a movie lover	look up for shows to watch from the recommendations	I will not have to manually search online.
* *	a movie lover	I can search for movies that I have added to the watchlist	I can easily find the movie that I want to watch.
* *	looking for new movies	search for some recommendations	I can watch it when I am free.
* *	a movie lover	search for movies that I have added to the watchlist	easily find the movie that I want to watch.
* *	a movie lover	can keep track of the number of times I have watched a movie	I can find out which movie I liked watching the best.
* *	a movie lover	check the ratings of each movie I have watched	I can recommend them to my friends.
* *	a tv show addict	I can put my favourite shows in	I can enjoy watching it next time.

Priority	As a É	I want to É	So that I canÉ
* *	unorganised person	I can rank the movies that I want to watch into different priorities	I can easily know what are the movies that I desperately want to watch.
* *	unorganised person	can sort movies that I want to watch into the date they were added	I can clear the movies that have been lingering at the back of my mind the longest.
* *	does reviews	keep track of movies and write reviews for the show I have watched	I can have a positive criticism.
* *	someone who forget to watch tv series/movies	I can have an alarm that alert me to watch videos on time.	
* *	As someone who has a deadline to watch movies	I can plan and add deadlines to watch movies.	
* *	As a lover of multiple mediums	I can combine all these different mediums in the same platform	I can keep track of everything in the same place.
* *	As a statistics lover	I can view the statistics of the shows I watched	I can gain insight of my viewing habits.

Priority	As a É	I want to É	So that I canÉ
* *	forgetful person	I can add shows IÕve watched to see a virtual library of things IÕve completed	I can log it like a book in a bookcase.
* *	As an app user	I can see the date IÕve inputted the specific object	I can remember when I completed.

{More to be added}

Appendix C: Use Cases

(For all use cases below, the System is the **EzWatchlist** and the Actor is the **user**, unless specified otherwise)

Use case: Add Movie

MSS

1. User navigates to the main page
2. User enters 'Add' command
3. User enters the movie name
4. EzWatchlist will display a list of movies found
5. User enters the index given by the list
6. EzWatchlist will add the movie to their watchlist

Use case ends.

Extensions

3a. No movie is found

3a1. User enter movie information himself.

3a2. User saves the movie

Use case ends.

5a. The given index is invalid.

5a1. System shows an error message.

Use case resumes at step 4.

Use case: Mark as watched


MSS

1. User navigates to the main page
2. User enters 'Watched' command giving the index of the item
3. EzWatchlist will mark that item as watched

Use case ends.

Extensions

2a. The given index is invalid.

2a1. System shows an error message. 

Use case ends.

Use case: Search locally

MSS

1. User navigates to the main page
2. User enters 'search' command giving the name of the item
3. EzWatchlist will bring the user to a search page with items found in a list
4. User enters View command of the index of the item.
5. EzWatchlist will bring that item into details page

Use case ends.

Extensions

2a. The given name is not found.

2a1. System shows an error message.

Use case ends.

4a. The given index is not valid.

4a1. System shows an error message.

Use case resumes at step 3.

Use case: Edit item

MSS

1. User navigates to the main page.
2. User enters 'edit' command giving the name of the item.
3. EzWatchlist will bring the user to a details page of the item entered.
4. User edits the details of the item.
5. User saves the edits.

Use case ends.

Extensions

- 2a. The given name is not found.
 - 2a1. System shows an error message.

Use case ends.

Use case: Delete item

MSS

1. User navigates to the page containing the item to be deleted.
2. User enters 'delete' command giving the name of the item.
3. EzWatchlist asks for confirmation from the user.
4. User confirms.
5. EzWatchlist deletes the item.

Use case ends.

Extensions

- 2a. The given name is not found.
 - 2a1. System shows an error message.

Use case ends.

- 3a. User cancels the deletion.

Use case ends.

Use case: Statistics

MSS

1. User navigates to the statistics page
2. EzWatchlist displays the information.

Use case ends.

Appendix D: Non Functional Requirements

1. Should work on any **mainstream OS** as long as it has Java **11** or above installed.
2. Should be able to hold up to 1000 movies in the watchlist without a noticeable sluggishness in performance for typical usage.
3. A user with above average typing speed for regular English text (i.e. not code, not system admin commands) should be able to accomplish most of the tasks faster using commands than using the mouse.
4. The user interface should be intuitive enough for users who are not IT-savvy.
5. Compliance with data, security, copyright laws.
6. The application will be offline-friendly with online data being the only functionality missing.

{More to be added}

Appendix E: Glossary

Details page

The page that shows the details of shows, which the user may then add it to the watchlist if interested.

Edit page

The page where the user can edit the shows that they have added.

Main Page / Watchlist page

The default main page with the WatchList tab that contains a list of shows that the user wishes to watch

Movie

A cinema film

Progress Bar

A visible bar for users to see how many episodes of TV Series have been watched

Search command **search [keyword]**

This command brings the user to a search page with keyword input

Search page

The page where the user searches for shows to be added or to view their information

Show index

The number reference for the show in the pages

Shows

Movies or TV series

Statistics page

The page that shows the statistics of user, such as total number of movies / TV series watched

Tag

A short remark about the show or user's feelings towards the show

TV Series

A television program which consists of several episodes that are broadcast in regular intervals

View command [view](#) [[index](#)]

This command brings the user to the details page of the show with the specified show index

Watched page

The page where the user can access to view the list of shows indicated as watched

Watchlist

The list of shows that the user wishes to watch in the future.

Appendix F: Instructions for Manual Testing

Given below are instructions to test the app manually.

NOTE

These instructions only provide a starting point for testers to work on; testers are expected to do more *exploratory* testing.

F.1. Launch and Shutdown

1. Initial launch

- a. Download the jar file and copy into an empty folder
- b. Double-click the jar file
Expected: Shows the GUI with a set of sample contacts. The window size may not be optimum.

2. Saving window preferences

- a. Resize the window to an optimum size. Move the window to a different location. Close the window.
- b. Re-launch the app by double-clicking the jar file.
Expected: The most recent window size and location is retained.