CSC Match

# Low Level Design

## CSC205 – Group Project

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# CSCMatch

## CSCMatch()

SET menuInput to NULL

## Main()

NEW CSCMatch()

DO

* showMenu()

WHILE

* menuInput DOES NOT EQUAL x or exit

## showMenu()

PRINT menu options

RETURN user input

## loadMembers()

OPEN Members File

DESERIALIZE data

FOREACH member in data

* INSTANTIATE member

## saveMembers()

OPEN Members File

FOREACH Member in members

* SERIALIZE Member
* WRITE serialized Member to file

CLOSE Members File

## listMembers()

FOREACH Member in members

* PRINT Member.toString()

## addMember()

PRINT User input instructions

INSTANTIATE new Member

ADD Member to members list.

## removeMember(Member)

REMOVE Member from members list (members.remove(Member))

CALL saveMembers()

## listMember(Member)

FIND Member in members list

OUTPUT Member data by calling Member.toString()

## quit()

EXIT

# Member

## Member()

INSTANTIATE Member with null values

## addInterest(topic: String, level: int)

IF Member hasInterest(topic)

* UPDATE Interest object’s level

ELSE

* CREATE Interest object with topic and level
* ADD Interest to Members interests list.

## removeInterest(topic: String)

IF hasInterest(topic)

* REMOVE Interest from interests list

## loadInterests()

OPEN Members Interests file

DESERIALIZE data

ITERATE Through Interest Objects adding them to Members interests list.

## saveMember()

SERIALIZE Member

WRITE Data to Member’s data file (Member.[MEID].ser)

## memberCompatability(Member)

## topMatches(number)

# Interest

## Interest(topic: String, level: int)