CSE 681 – Software Modeling and Analysis
Project 3
GUI Design

Learning Objective

Be able to create and document GUI design
Better understand GUI interfaces

Description

For this assignment you will be making a graphical user interface (GUI) using the objects you collected from the previous assignment. While it would be preferred to pull the data from the API from the last assignment, you can JSON data stored in a file if you need to.

You can use any GUI design framework you want (mobile app, web app, or desktop app), whatever is easiest for you. For the application, you need to handle pressing a button and then returning a subset or derived data from a JSON file used in the last assignment. The app does not need to handle selecting data to request from the API server.

Functional Requirements
1. Shall display data from JSON formatting in a GUI format.
2. Shall be able to handle a single button press from a user and display data in the GUI screen.

Non-Functional Requirements
1. Shall be implemented in C# or another OOP language
2. Your system design should be flexible and clean utilizing OOD principles.
3. Your system should be maintainable by providing adequately detailed module operations and maintenance history as well as function prologue.
4. Your system should be designed with reusability in mind by utilizing modular and cohesive units.

Submission

Your submission should include:
1. Show a model of your user interface and how they interact with data objects.
2. Source code and any instructions to run if outside regular user interface work.
3. Zip up and submit the structure of your program in Project 3