Team Name: Study Buddy
Team Members: Jaskaran Singh & Brendan Spranger

Implementation Manual

As shown by Figure 1, two classes were created to aid in the implementation of the Study Buddy application. One of these created classes was the FlashCard class. This class stores the term and definition for the virtual flash card in string fields. The FlashCard class also has a constructor method that sets the values for the term and definition fields. The class also implements two public getter methods that return the values stored in the term and definition fields.

The second class that was created for the Study Buddy application is the Deck class shown in Figure 1. This class extends the LinkedList<FlashCard> class. The Deck class inherits most of its methods from the LinkedList<FlashCard> class. An additional public method called "shuffle" was implemented for the Deck class to shuffle the order of the flash cards.
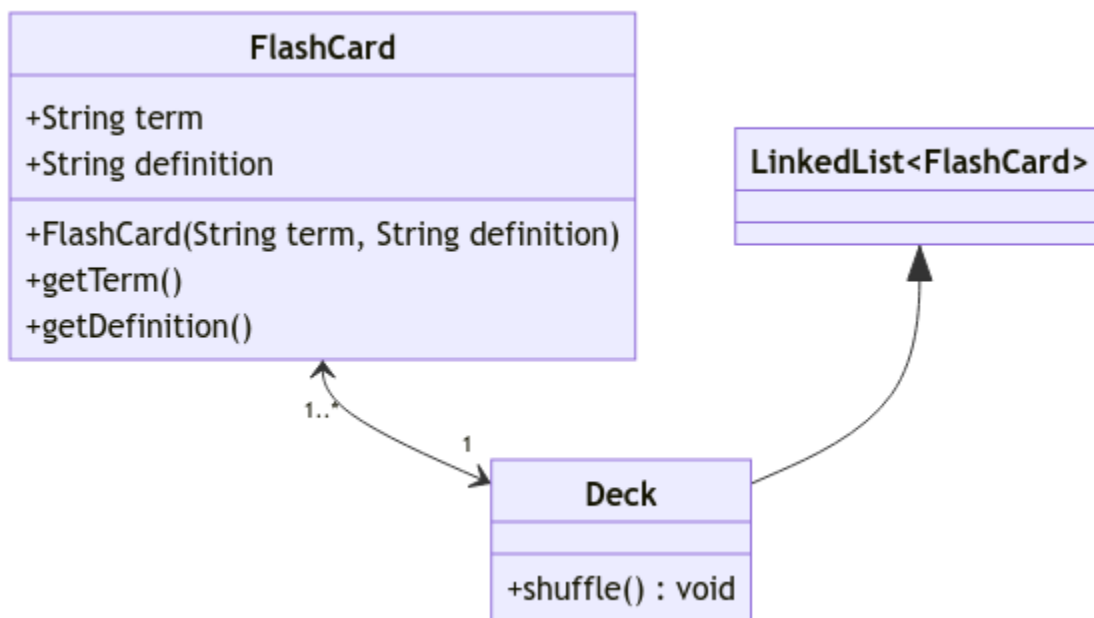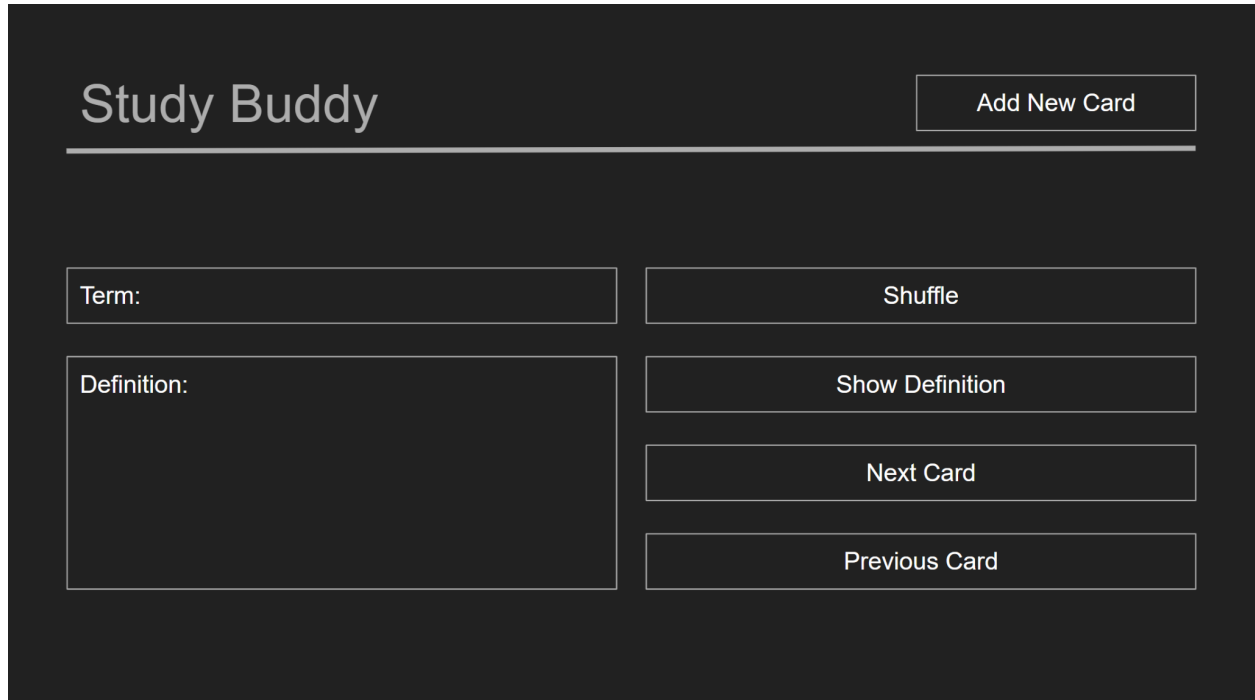

Figure 1: Study Buddy UML Diagram

A first draft of the GUI design for the Study Buddy application was created in Google Slides. This draft is shown in Figure 2. JavaFX was utilized to create the actual GUI for the Study Buddy application. The actual Study Buddy GUI is shown in Figure 3.
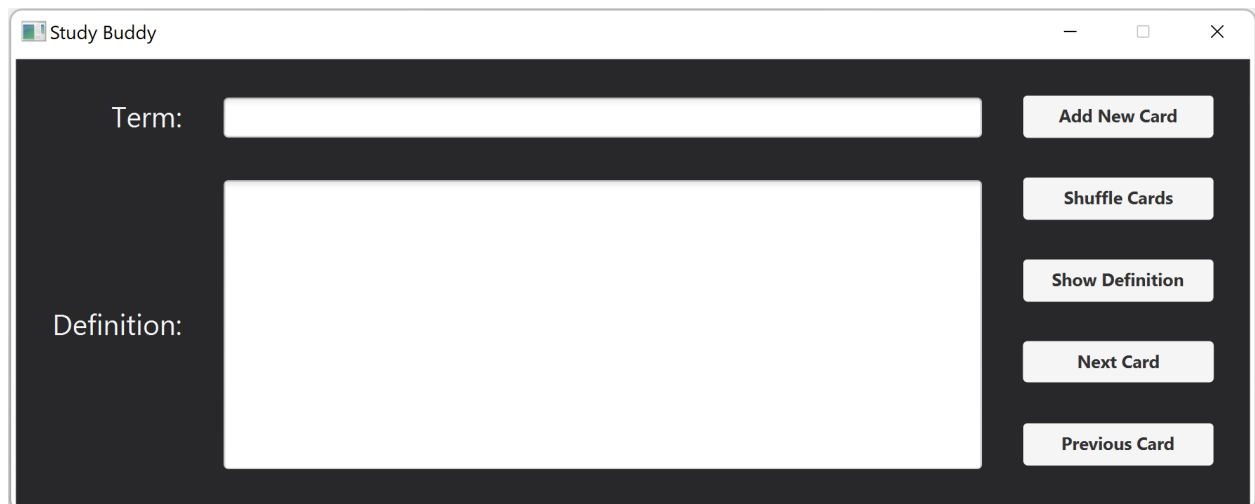
Team Name: Study Buddy
Team Members: Jaskaran Singh & Brendan Spranger

Figure 2: Study Buddy Initial GUI Design

Figure 3: Study Buddy GUI