

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.

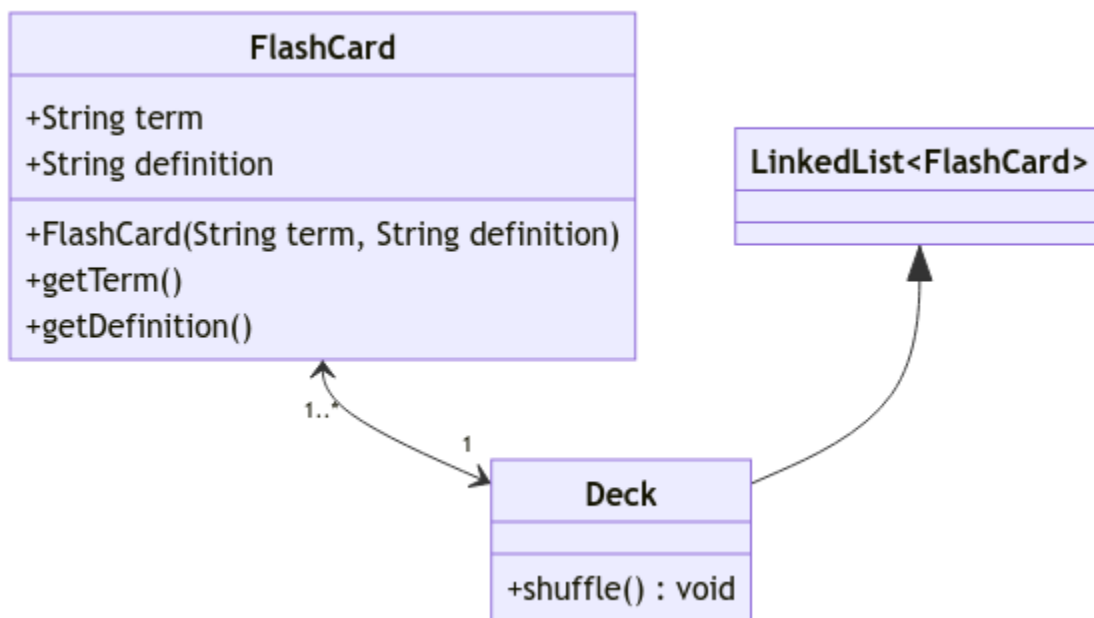
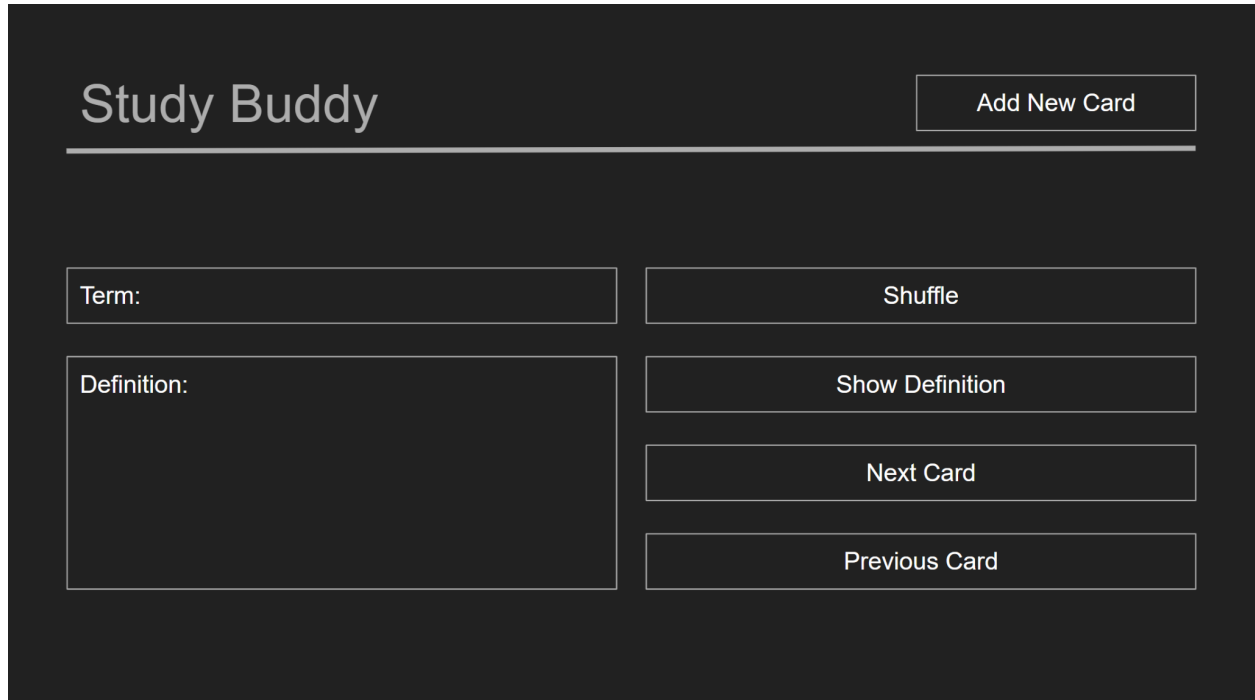


Figure 1: Study Buddy UML Diagram

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.

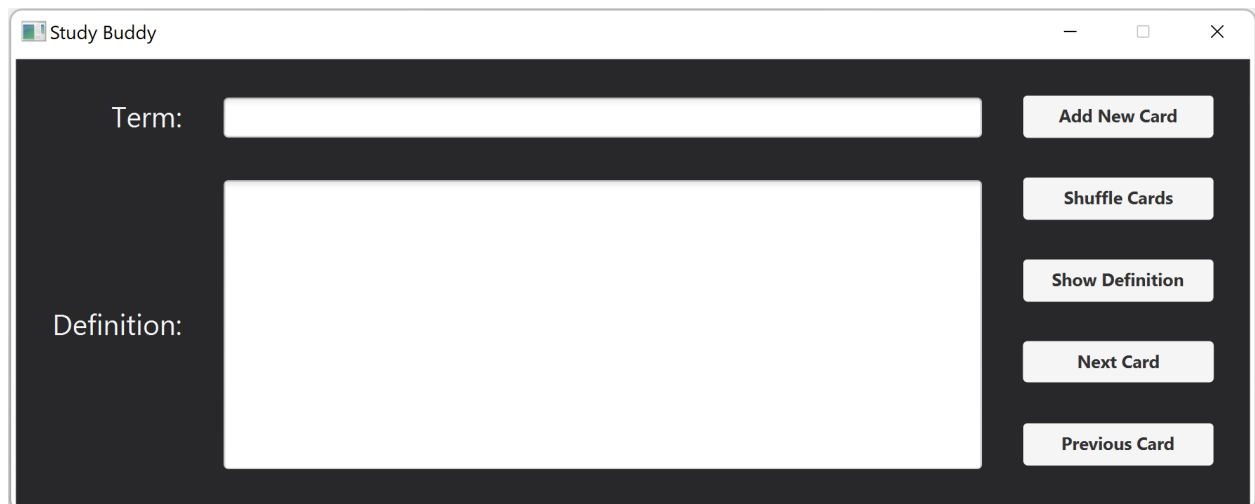
Team Name: Study Buddy

Team Members: Jaskaran Singh & Brendan Spranger



The initial GUI design for Study Buddy features a dark background. At the top left, the title "Study Buddy" is displayed in a large, light-colored font. To the right of the title is a button labeled "Add New Card". Below the title, there are two main input areas: a "Term:" label followed by a text input field, and a "Definition:" label followed by a larger text input field. To the right of these input fields are four buttons stacked vertically: "Shuffle", "Show Definition", "Next Card", and "Previous Card".

Figure 2: Study Buddy Initial GUI Design



The final Study Buddy GUI is shown within a window titled "Study Buddy". The layout is similar to the initial design but with some adjustments. The "Term:" label is positioned to the left of a text input field. Below it, the "Definition:" label is to the left of a larger text input field. On the right side, there are five buttons stacked vertically: "Add New Card", "Shuffle Cards", "Show Definition", "Next Card", and "Previous Card". The window includes standard OS window controls (minimize, maximize, close) in the top right corner.

Figure 3: Study Buddy GUI