# CMPE230 Project3 Report

We divided the problem into two parts:

### Data Retrieval:

For this part, we created a class called “coinHandler”. In the constructor, a

QNetworkAccessManager object is created to make a web request.

### Construction of The Table:

For this part, we created a class called “mainWindow”. It is a subclass of QWidget and in the main.cpp, a mainWindow is created and displayed. In the constructor, from the environment variable "MYCRYPTOCONVERT" the input file name is read and a QFile is opened. Reading this file, a vector is filled with the names or symbols of the coins to be displayed in the table. Then a “coinHandler” is created and the data is retrieved. When the coinHandler finished its job fully, it sends a signal so that a function in mainWindow called “dataReady” is called. “dataReady” sends the data to the function “TableWidgetDisplay”. This is the main function that constructs the table. It creates a QTable and sets mainWindow’s center widget as this table. Then sets the size of the table according to the number of the coins. Then sets the horizontal labels as “USD”, “EUR” and “GBP”. Then using the data in the map, the table is constructed.