Group 44

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Project Report

Initial Design

Classes:

* Start – Initiates the program by asking user to type in login information (Depends on Verify, Aggregates Help, Select, User, Item, and Administer)
* Verify – Confirm the information user types in is correct
* Data – Holds data of all the users (Realize Verify)
* Menu – Allows user to choose what action he/she wants to do
* Help – Provides guidance for user
* Select – Choose item to view/buy (Associates with Pay and Information)
* User – Manage user information
* Item – Update data on item
* Administer – Manage record information
* Pay – Buys item
* Information – Contains data of the items (Realize Item)
* Record – Sees who buys the item (Realize Administer)

Classes Interact:

Our program will start off by having user enter login information and having that information verified. User information can be stored in an array list or a text file. After successfully logging in, a menu will appear and allow the user to select a menu to use. There is a login, main, user, help, seller, and admin menu. The user and seller menu allows user to look up items, modify user information, and make purchases. Information on the item can also be stored in an array list or a text file. After purchasing an item, its count will be updated along with the record with what item was purchased, who bought it, and the time. Items with count of 0 will not be displayed because it is not available. When editing user information, everything besides the ID number can be changed because it is unique. The admin can go in and access information on anything maybe by entering a certain username and password.

Storing Data:

We can use an array list to hold the data of the seller names, passwords, items, and its details. We can also use a text file as well.

Items Visible to Buyers:

If item count is greater than 0, item will be displayed maybe.

Buyer Activities:

After purchasing an item, decrement the item count.

Multiple Seller and Buyer:

Have one user logged in at a time maybe.

Admin:

Has access to information of sellers and buyers with special login maybe.

Final Design

Classes:

* Administrator – Manages all information within program
* Buyer (extends User) – Has information on buyer and gives following options
* CommonUtils – Validates the options choosen/given
* Constants (interface) – Stores variables that will be used in program
* FileUtils – Creates files to be used in program
* Item – Information about an item
* Marketplace (implements SyncListener) – Program Driver
* Seller (extends User) - Has information on seller and gives following options
* SyncListener (interface) – Actions to be implemented in other classes
* TestMarketplace – Runs the program
* TransactionRecord – Process the purchases/selling of items by who and to who
* User – information on buyer/seller

We basically kept our initial design. Instead of just logging in right away, we allowed the user to select options from the start up menu. You can either choose to login as the administrator, seller, or buyer. If there are no buyers/sellers in the program, you must choose the register option instead. For registering all you must do is give a unique username, password, and email. By doing so, you have made an account which is given a unique user ID. After logging in as one of the three things, administrator, seller, or buyer, there are options for the specific login to choose from. The administrator can control pretty much everything in the program such as view sellers/buyers, as well as delete them. It can also view all the information and update stuff. The seller can view inventory, upload/update items, and ship them to the buyers. Buyers can view inventory, search, purchase, and receive items. To go back to previous menu just type is 0. Pressing 0 at the main screen quits the program.

We store data in the files we have created within our program. It holds the information of the items, sellers, buyers, and transaction history

Testing

* Administrator login – Type in “admin” and enters the admin menu
  + Result: View sellers – “Sorry, no sellers.”
  + Result: View buyers – “Sorry, no buyers.”
* Register seller – Give a username, password, and email
  + Result: “Register successful!” and displays seller menu
  + Result: View inventory – “Sorry, inventory is empty.”
* Pressing 0 at main menu
  + Result – “Good Bye!” and program ends