Team 1 Project Questions

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CH1

1. Functional and Non-functional Requirements
   1. Functional
      1. Have/create/delete admin accounts as well as guest accounts
      2. Admin can add/edit/remove teams
      3. Admin can add/edit remove accounts
      4. Admin can add/edit/remove weeks
      5. Admin can add/edit/remove matches in weeks
      6. Guest can only view team lineup and schedule
      7. Program must be able to create team objects, account objects, and place them into a schedule handled by the database
      8. Program must be able to record these objects in csv files as well as read them
   2. Non-Functional
      1. Program has a welcome/home page
      2. Guests can have their own accounts to log in to
2. Programming Piece: Databse | Effort?
   1. Estimated Ideal Time: 2 hours
   2. Estimated Calendar Time:
      1. Reading Data: 40mins
      2. Writing Data: 40mins
      3. Editing functions: 10mins
      4. Review/Test : 30mins

Ch2

1. Project Decomposition
   1. Front End
      1. Styling JavaFX
      2. JavaFX backend
   2. Back End
      1. Objects
      2. Database
2. Features
   1. Easily create a tournament schedule
   2. Supports up to 10 teams
   3. Supports unlimited weeks
   4. Allows easy access to modifications

Ch 3

1. Our student company
   1. Name: Creative Solutions
   2. Slogan: “From your head to the web”
   3. Services: Application Creation and maintenance
2. Code of ethics
   1. Customers cannot ask company to create malicious software
   2. Customers cannot alter programs created by the company in a malicious manner
   3. Customers cannot use a program created by the company as their own work
   4. Customers cannot resell programs created by the company

Ch 4

1. Software process model (top 2)
   1. Incremental Model
      1. Faster output
      2. Possibly more bugs
   2. Spiral Model
      1. Slower process
      2. Ensures stability and reliability
   3. Chosen Model
      1. Spiral Model
      2. Phases
         1. Phase 1: Team Object | Account Object | Week Object
         2. Phase 2: Schedule | Database
         3. Phase 3: Front End JavaFX
         4. Phase 4: Connecting front end to back end
      3. Delivery from each phase
         1. Phase 1: Supporting objects
         2. Phase 2: Object Collection and database creation
         3. Phase 3: Visuals for front end of software
         4. Phase 4: Implementation of backend
2. Capability Maturity Model: Initial
   1. Student company is chaotic during this level of maturity. Every individual is working on their own project although no real plan has been decided yet. The phase goals will be completed out of order and my be revoked if it does not meet the standards of the goal.

Ch 5

1: Testing Code

* 1. TeamObject

1. public class TestTeam
2. {
3. public static *void* main(*String*[] *args*) {
4. *TeamObject* teamOne = new TeamObject("Dalton State College");
5. teamOne.setPoints(15);
6. System.out.printf("The team is %s and they have %d points.%n", teamOne.getName(), teamOne.getPoints());
7. teamOne.setName("Kennesaw State University");
8. teamOne.setPoints(teamOne.getPoints() + 10);
9. System.out.printf("The team is %s and they have %d points.%n", teamOne.getName(), teamOne.getPoints());
10. teamOne.addPoints(10);
11. System.out.printf("Team one now has %d points!", teamOne.getPoints());
12. }
13. }
14. Account Object
15. import java.io.IOException;
16. public class TestNewAccount
17. {
18. public static *void* main(String[] *args*) throws IOException
19. {
20. Database data = new Database();
21. System.out.println("Accounts: " + data.getAccountsList() + " Size: " + data.getAccountListSize()); //^
22. System.out.println("Get 'account3': "+  data.getAccount("account3").getUsername() + " Password: " + data.getAccount("account3").getPassword() + " Admin: " + data.getAccount("account3").checkAdmin());
23. //data.getAccount("tempA").admin();
24. System.out.println(data.getAccount("tempA").checkAdmin());
25. data.getAccount("tempA").removeAdmin();
26. System.out.println(data.getAccount("tempA").checkAdmin());
27. data.updateCSV();
28. }
29. }

2: Divide team

* 1. Front End – Konrad | Mark | Zishan
  2. Back End – Sergio | Trinidad | Zishan

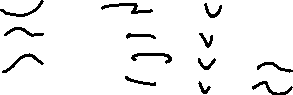
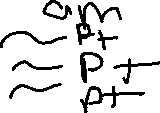
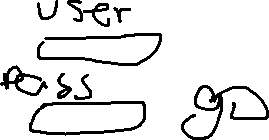
Ch 6

1. Asking potential clients

a. Potential Clients had no qualms about requirements

2. No change to requirement statements

3. Low-level drawings



Ch 7