

Job Finder Application Description

Goal

Design and implement an application for a leading job finder agency, allowing administrators to access and manage the agency's job dataset through an intuitive GUI. The application should enable the admin to view, add, update, and delete job listings, as well as filter, sort, and generate reports. Define the specific requirements for the GUI to ensure it provides efficient and user-friendly access to the dataset.

Introduction

You'll gain hands-on experience in designing and implementing a database for managing a job dataset. This includes setting up tables and relationships that match your data and implementing CRUD (Create, Read, Update, Delete) operations, enabling direct interaction with the database. The project emphasizes core OOP principles, with flexibility in designing classes that represent elements in your dataset. You'll implement features like UML diagrams, polymorphism, inheritance, and encapsulation, allowing you to build a well-structured and modular codebase. Building a GUI is essential for presenting and interacting with the data. Through this interface, users can view, filter, and manage data, while visual elements like charts help display trends and insights, making the application both functional and engaging.

Datasets

Job Dataset

A Comprehensive Job Dataset for Data Science, Research, and Analysis

From <https://www.kaggle.com/datasets/ravindrasinghrana/job-description-dataset>

Marking system & Requirements

%	Marking System	Requirements
25	Class diagram	<ul style="list-style-type: none"> • (5) Create Class Diagram • (5) Relationships between Classes: Describe the associations, dependencies, or generalization relationships between classes. • (5) Methods & Attributes: Briefly explain the key methods and attributes in each class. Focus on relevant attributes and methods. • (5) Create Use Case Diagram • (5) Explanation of Use Case Diagram: Discuss the main actor (Admin) and use cases (e.g., Create Job, Search Job, Export Report) shown in the diagram. Explain how the actor completes specific tasks through system interactions.
20	OOP Principles	<ul style="list-style-type: none"> • (5) Encapsulation: How do your classes remain modular while safeguarding data integrity? • (5) Abstraction: How did you design your class hierarchy to conceal unnecessary details and maintain clarity? • (5) Inheritance: How does your design allow a new class to inherit properties and methods from an existing class, organizing code into superclasses and subclasses? • (5) Polymorphism: How did you enable an object to assume multiple forms, especially through parent class references interacting with child class objects?
7.5	Java Collections	Explain how these collections are managed within classes to store and manipulate data
2.5	Exception Handling and Logging	Outline how you implemented exception handling and logging within the application to ensure stability and troubleshoot errors.
25	Database	<ul style="list-style-type: none"> • (10) CRUD functionality • (5) Search and Filter: Enable users to quickly locate specific records by entering search terms or applying filters based on various attributes, such as job title, category, or location. This feature helps users focus on relevant data and improves usability. • (5) Sorting: Allow users to sort records by key attributes making it easier to organize and analyze data in a meaningful way. Sorting options should support both ascending and descending order. • (5) Data Export and Import: Offer functionality to export data in CSV format for easy sharing and offline analysis. Users can also import CSV files that match the dataset's structure to quickly populate or update the database with new records.
20	GUI	<ul style="list-style-type: none"> • (10) Specify and build essential GUI features that meet the application's requirements, including interactive components for CRUD operations, search and filter options, and report generation. • (10) Data Display and Navigation: Design the GUI to display job data clearly, with options for tables, lists, or charts. Implement navigation components that allow users to easily access different functions, such as tabs for various features or panels for detailed views.

Implementing details

Database

- Create: Implement functionality to add new records to the database.
- Read: Retrieve and display data from the database.
- Update: Modify existing records within the database.
- Delete: Remove records from the database as needed.
- Search and Filter: Allow users to search for specific records or apply filters to refine the data shown.
- Sorting: Enable sorting of records by key attributes to facilitate data organization and analysis.
- Data Export and Import: Provide options to export data to formats CSV and import data in the same form as the dataset.

GUI

- Data Filtering and Search: Allow users to apply filters to view specific data, such as sorting by category, date, or other relevant attributes.
- Presentation of Data: Design the interface to display data in a clear and organized manner, such as in tables, lists, or charts.
- Create and Export Reports: Enable the generation of summary reports using the data from the database.
- CRUD Functionality & Database Manager: Implement buttons or form elements that allow users to Create, Read, Update, and Delete records directly from the GUI.

OOP Principles & Java

- Demonstrate the four OOP principles: Polymorphism, Inheritance, Abstraction, Encapsulation.
- Use Built-in Collections: Apply appropriate collection types across the program to manage data efficiently.
- Logging Framework: Use a logging framework like Log4j or `java.util.logging` to track application events, errors, and performance metrics.
- Exception Handling: Implement comprehensive exception handling to catch and manage errors gracefully.

Technical tips

- GUI: Use Swing or JavaFX to create a responsive and interactive interface.
- Database: Recommend JDBC for connecting to the database, enabling CRUD operations.
- Class Diagram and Use Case Diagram: Use draw.io for creating diagrams, with export options for documentation.

Tips

- Begin by designing the GUI and then continue with the class diagram.
- For OOP, implement the basic structure of all classes, define the relationships, then add details.
- Have a backup plan to demonstrate requirements if the GUI doesn't work.
- As you implement features, consider optimizing the application for performance. The dataset is large, ensure that search and sorting functions are efficient to avoid slowdowns.