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Phase One Report

The first aspect of design which we decided on was the general format for representing timelines. We decided to make timelines represented by a name and a TreeMap of events, where the key was the event’s start date and the value was the Event object itself. Our intention in doing this was to have them readily accessible in chronological order for easy display. Upon further reflection, this was probably not the best way to represent them, as the user now cannot create two events with the same start date without having one overwrite the other. Events can be of two types, atomic or durative, which both extend our general Event interface.

In order to save events to disk, we used the library XStream, which serializes objects and converts them to XML. We decided to use XStream because it offered an easy way to serialize objects in a format which we thought would be versatile and possibly useful for later on in the project. We wrote JUnit tests to check that both the events and the timelines which we were saving to disk could be loaded again correctly.

To create the GUI, we used javafx and the NetBeans SceneBuilder.