

“Split-It”– COMP210 Project – Deliverables 1 – Report

We used GitHub throughout this project for Code Collaboration:

Github.com/louisheery/COMP210/Splitit

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COMP210P Final Project

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..		
.DS_Store	new	5 minutes ago
COMP210 - Final Project- Deliverables 1 - Design Report.docx	new	14 minutes ago
Controller\$1.class	new	5 minutes ago
Controller.class	new	5 minutes ago
Controller.java	new	14 minutes ago
aboutStage.class	new	4 minutes ago
aboutStage.java	new	4 minutes ago
createprojectStage.class	new	5 minutes ago
createprojectStage.java	new	14 minutes ago
layoutSetup.class	new	5 minutes ago
layoutSetup.java	new	14 minutes ago

By Louis Heery and Ziming He

- **How to Compile and Run the Quiz**

The controller.java is the “parent” file, all the others are “child” file.

1. To compile it, first go to the directory of the ‘Splitit’ folder of the Java application with:

cd [Location of files]

2. Then compile all of the JAVA files within the ‘Splitit’ folder:

javac *.java

3. Then run the Java application by launching the compiled ‘Controller’ file:

java Controller

- **The Java Style Guide Used**

The coding style we used for this project was the second link outlined within the project brief. This can be found at the link: <https://google.github.io/styleguide/javaguide.html>

- **List of the Classes used within this project & An outline of their purpose**

- 1. Controller.java**

The main java file for the whole java application; which is run when the application is started and is able to launch methods from other java classes of the “Split-it” Program.

- 2. aboutStage.java**

Once you click on the About button, you will see a new window which is created by the aboutStage method within the aboutStage java file.

- 3. createprojectStage.java**

Once you click on the Create Project button, you will see a new window which is created by the createprojectStage method within the createprojectStage java file.

- 4. layoutSetup.java**

This one is to make a frame for the interface, set up the height, width and position for each button.

- A short description of how you tested your app:

We tested the app by running a variety of input variables into our application and checking that the desired result was still achieved. These included:

1. Entering a Blank value for the “Project Name” doesn’t let the user click the “Next” button until text is typed into the Box. This is achieved using a BooleanBinding disableProperty of the Button method.
2. Entering a Blank value for the “Participant’s Names” doesn’t let the user click the “Save Project” button until the names of 1 or more participants are typed into the text box. This is achieved using a BooleanBinding disableProperty of the Button method.
3. So that the user doesn’t enter a different number of people in their project as the number of names of the participants which they enter, we have removed the “Enter number of participants” text field, and just store the participants’ names in an ArrayList.

- A short description of how to use the application

1. After you run the code, there will be an interface showed up.
2. Firstly, click on the “About” button to see if it works and then click on the “back to main menu” button to go back the main menu.
3. Secondly, click on the “Create Project” button, after it is opened, you will need to enter the project name (if you leave it blank, you cannot click on the “Next” button) then click on the “Next” button. After that, you need to enter the name of each participant and then click on the “Next” button. (Again, if you don’t enter anything, you cannot click on the “Next” button.)
4. Finally, click on the “Quit” button to end the program.

- A short description of how you tested your app

Louis: 10

Ziming: 10