Assignment 3

| Deadline: | 2 June 2022, 11pm | |
|------------------|---|--|
| Evaluation: | 40 marks (20% of your final grade) | |
| Late Submission: | Deduct 5 marks per day late | |
| Individual Work | You must complete this assignment by yourself (you must NOT share your code with others or use others' code) | |
| Purpose: | Reinforce Java OOP core concepts (abstraction, encapsulation, inheritance, and polymorphism), collections framework and generics, exception handling, input and output streams, and GUI using Swing | |

1. System Description (Overview of Problem)

You are asked to write a program in Java to simulate a computer store's management system

A computer store maintains three categories of computers: Desktop PCs, Laptops, and Tablets. Each category is further divided into different types, as listed below:

Desktop PC types: Gaming, Home & Study, Business, and Compact Laptop types: Gaming, Home & Study, Business, and Thin & Light

Tablet types: Android, Apple, and Windows

Each computer's unique ID, brand, CPU family, and price need to be specified regardless of its category. The computer store must also record memory size (GB) and SSD capacity (GB) for Desktop PCs and Laptops as well as screen size (inches) for Laptops and Tablets.

The computer store has two types of staff: salespersons and managers. A salesperson can log into the computer store's management system to view a list of all computers and sort them. A salesperson can also search for computers by category and type before clicking on a search result to view that computer's details.

A manager can log into the computer store's management system to do everything that a salesperson can do, but a manager can also maintain records—by updating computer details or adding and deleting computers.

2. Tasks to complete:

a) Create a narrative step-by-step storyboard using screenshots of your system-generated GUIs to demonstrate required functions of the computer store's management system (please refer to a sample at the end of this document; you can use its format to present your work)

Your Java code should:

- b) Import the provided test data (computers.txt) to your system using Java Input
- c) Add five staff to the computer store's system—three salespersons and two managers—using usernames and passwords provided (this function should have classes designed with an appropriate inheritance hierarchy that applies core OOP concepts)
- d) Realize all functions specified in the system description above (for this assignment, you are NOT required to update computers.txt file after a manager update/add/delete records, you only need to update the GUI to show the change)

3. Design and Implementation Guidelines

Note: You will receive credit for correctness, completeness, no code duplication, and clear on-screen outputs. Also, we will grade your program using the following **OOP and general software implementation guidelines**:

- 1) Encapsulation design and implementation—proper use of modifiers
 - a. Private/Protected/Public
 - b. Must make use of getters and/or setters wherever appropriate

- 2) Inheritance design and implementation
 - a. Reasonable class hierarchies
 - b. Proper data fields separation in base and derived classes
 - c. Proper methods separation/overloading/overriding in base and derived classes
 - d. Proper use of base and derived class constructors
- 3) Polymorphism and implementation
 - a. Write generic code that targets the base class whenever possible
 - b. Appropriate use of overriding in derived classes to realize polymorphism
- 4) Information store and implementation
 - a. Use Hash Map and other Java collection class(es) to store information
- 5) Exception handling
 - a. Throw an exception object when an application error occurs (e.g., when an invalid piece of data is entered)
 - b. Use "try/catch/finally" or "try/catch" block to handle the exception
- 6) Use Java Swing to implement your GUI

4. Other Specifications

You **must** follow the next three specifications when completing this assignment:

1) Place appropriate comments in your program—e.g.:

```
/** explain what the program file is doing . . . */
// explain what a part/method of the program is doing...
```

- 2) **DO NOT** add any file path for 'computers.txt' (put it directly in your project folder when you test your code)
- 3) **DO NOT** add your own package name(s) to the beginning of your .java files (this requirement is only for marking purpose)
- 5. Submission Requirements:
 - 1) Your storyboard as a PDF file
 - 2) All your .java files (source codes)
 - 3) Zip all your files (PDF file and .java files) together and submit as a single file to Stream
- 6. You MUST use the following test data in your assignment:
 - 1) Staff details

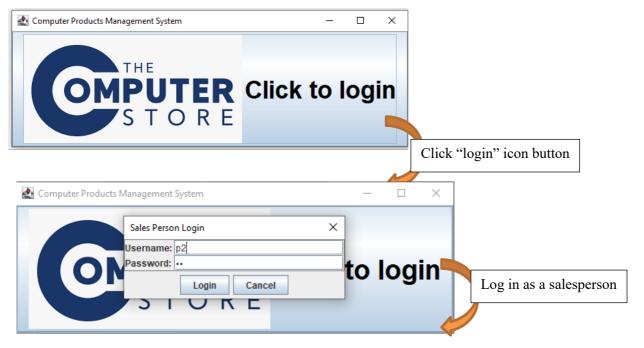
| | Usernames | Passwords |
|-----------------------|------------|-----------|
| Staff 1 – Salesperson | p 1 | p1 |
| Staff 2 – Salesperson | p2 | p2 |
| Staff 3 – Salesperson | p3 | p3 |
| Staff 4 – Manager | m1 | m1 |
| Staff 5 – Manager | m2 | m2 |

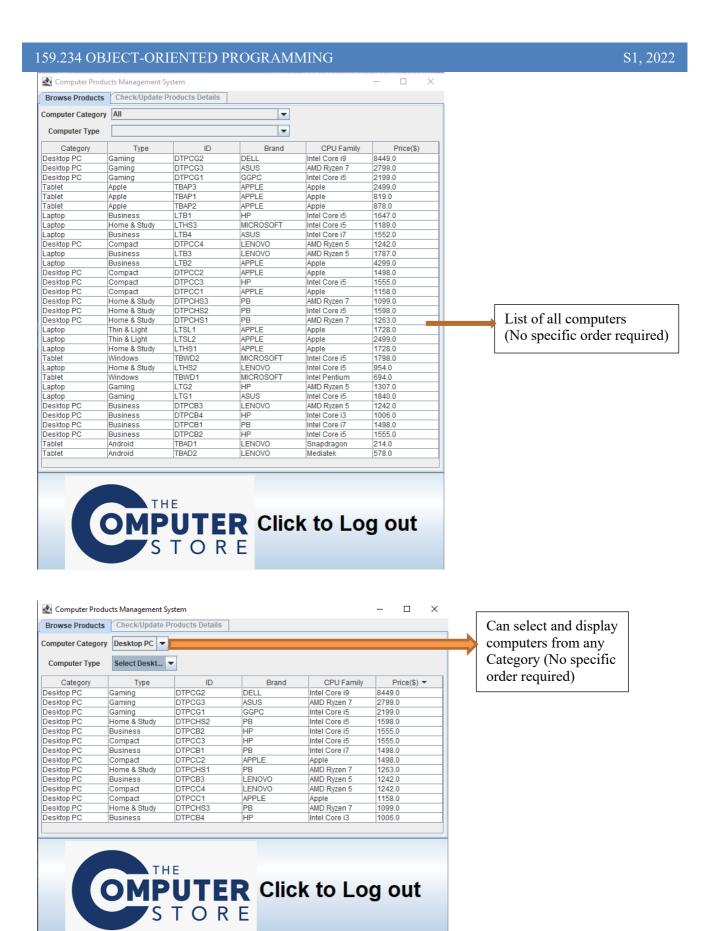
2) Input file computers.txt to download Desktop PC, Gaming, DTPCG1, GGPC, Intel Core i5, 16, 500, 2199 **Record of Desktop** Desktop PC, Gaming, DTPCG2, DELL, Intel Core i9, 32, 512, 8449 PC: Desktop PC, Gaming, DTPCG3, ASUS, AMD Ryzen 7,16,1000,2799 Category, Desktop PC, Home & Study, DTPCHS1, PB, AMD Ryzen 7,16,500,1263 Type, ID, Desktop PC, Home & Study, DTPCHS2, PB, Intel Core i5, 16, 500, 1598 Brand, Desktop PC, Home & Study, DTPCHS3, PB, AMD Ryzen 7,16,512,1099 CPU Family, Desktop PC, Business, DTPCB1, PB, Intel Core i7, 16, 1000, 1498 Memory Size (GB), Desktop PC, Business, DTPCB2, HP, Intel Core i5, 8, 256, 1555 SSD Capacity (GB), Desktop PC, Business, DTPCB3, LENOVO, AMD Ryzen 5,8,256,1242 Price (\$) Desktop PC, Business, DTPCB4, HP, Intel Core i3, 8, 256, 1006 Desktop PC, Compact, DTPCC1, APPLE, Apple, 8, 256, 1158 Desktop PC, Compact, DTPCC2, APPLE, Apple, 8,512,1498 Desktop PC, Compact, DTPCC3, HP, Intel Core i5, 8, 256, 1555 Desktop PC, Compact, DTPCC4, LENOVO, AMD Ryzen 5,8,256,1242 **Record of Laptop:** Laptop, Business, LTB1, HP, Intel Core i5, 8, 256, 15.6, 1647 Category, Laptop, Business, LTB2, APPLE, Apple, 16, 512, 16, 4299 Type, Laptop, Business, LTB3, LENOVO, AMD Ryzen 5,16,512,13.3,1787 ID, Laptop, Business, LTB4, ASUS, Intel Core i7, 16, 512, 14, 1552 Brand. Laptop, Home & Study, LTHS1, APPLE, Apple, 8, 256, 13.3, 1728 CPU Family, Laptop, Home & Study, LTHS2, LENOVO, Intel Core i5, 8, 256, 14, 954 Memory Size (GB), Laptop, Home & Study, LTHS3, MICROSOFT, Intel Core i5,8,128,12.4,1189 SSD Capacity (GB), Laptop, Thin & Light, LTSL1, APPLE, Apple, 8, 256, 13.3, 1728 Screen Size (Inches), Laptop, Thin & Light, LTSL2, APPLE, Apple, 8,512, 13.3, 2499 Price (\$) Laptop, Gaming, LTG1, ASUS, Intel Core i5, 16, 512, 15.6, 1840 Laptop, Gaming, LTG2, HP, AMD Ryzen 5, 8, 256, 15.6, 1307 Tablet, Android, TBAD1, LENOVO, Snapdragon, 10, 214 **Record of Tablet:** Tablet, Android, TBAD2, LENOVO, Mediatek, 11,578 Category, Tablet, Apple, TBAP1, APPLE, Apple, 12.2, 819 Type, Tablet, Apple, TBAP2, APPLE, Apple, 12.9, 878 ID. Tablet, Apple, TBAP3, APPLE, Apple, 12.9, 2499 Brand, Tablet, Windows, TBWD1, MICROSOFT, Intel Pentium, 10.5, 694 CPU Family, Tablet, Windows, TBWD2, MICROSOFT, Intel Core i5, 13, 1798 Screen Size (Inches), Price (\$)

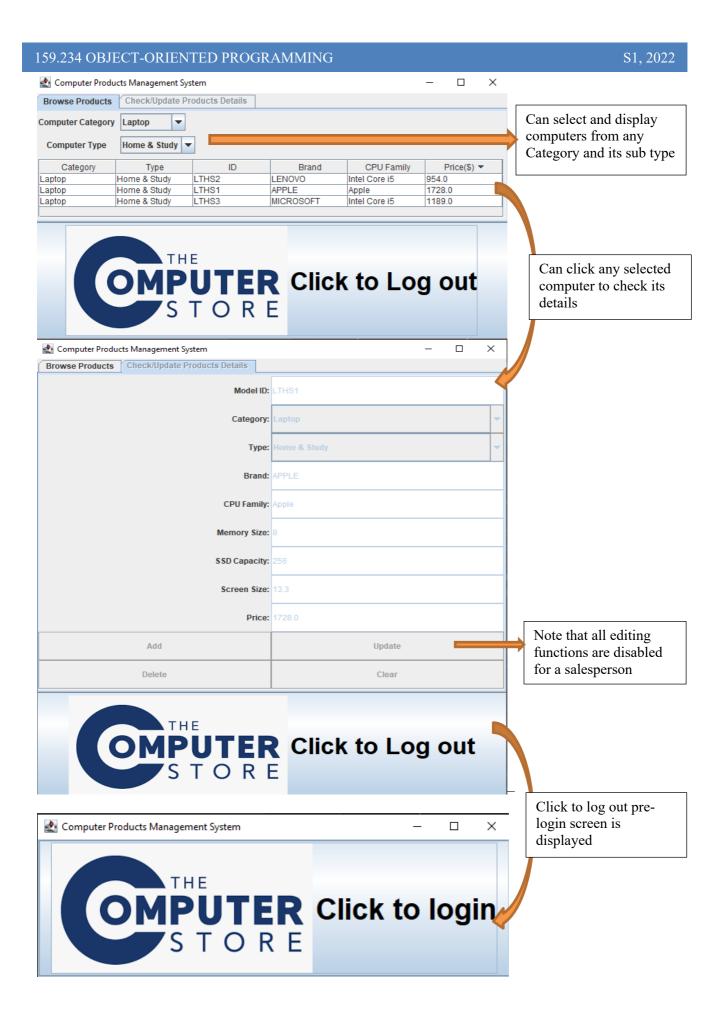
3) Example GUI and functions narrations:

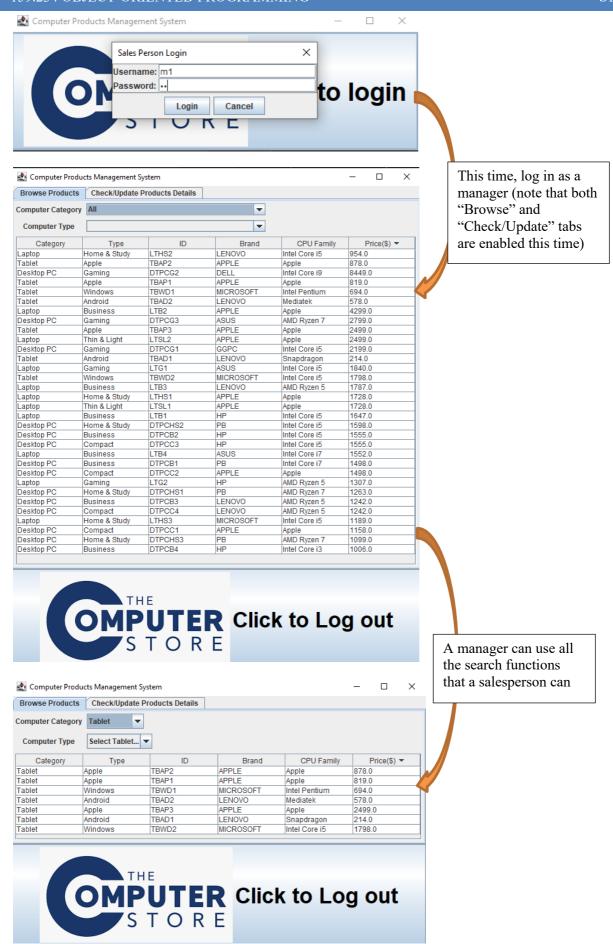
Note: this is just a sample GUI design; you are free to design your own GUI and function flow as long as they are reasonable and complete the tasks listed in item "2." above

When the program runs:

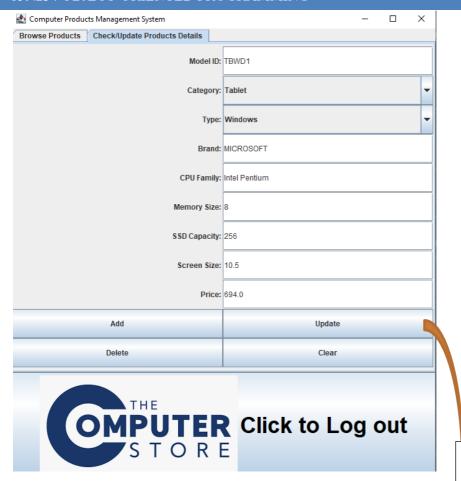








159.234 OBJECT-ORIENTED PROGRAMMING



 A manager can click "Add" to add a new computer ('Model ID' is unique, so a new computer can't use an existing 'Model ID')

