

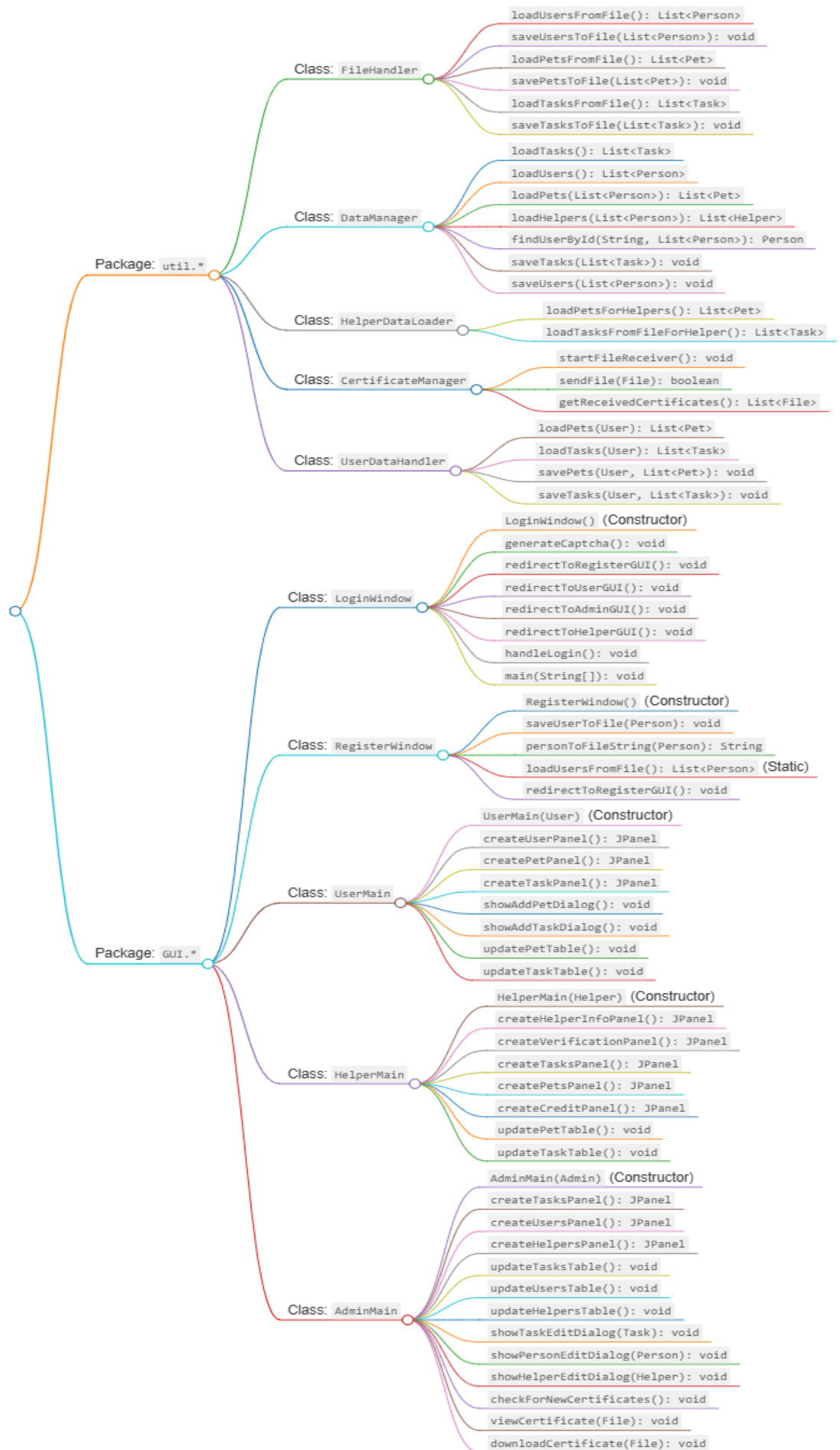
Structure of the Program

Person

- User
- Helper
- Admin

Pet

- Dog
- Cat
- OtherPet



Purpose of Program:

This system is built to connect pet owners (Users) with helpers (Helpers) who volunteer or get paid to take care of pets. Admins oversee and manage everything, ensuring smooth operation and trustworthiness through certificates and verification.

How It Works

- **Model Layer:**

Defines the core entities — people (Users, Helpers, Admins), pets (Dogs, Cats, Others), and tasks (pet care jobs). Users add pets and create tasks, Helpers take on tasks and build credit, Admins control the whole shebang. Each class has tailored methods to handle its responsibilities.

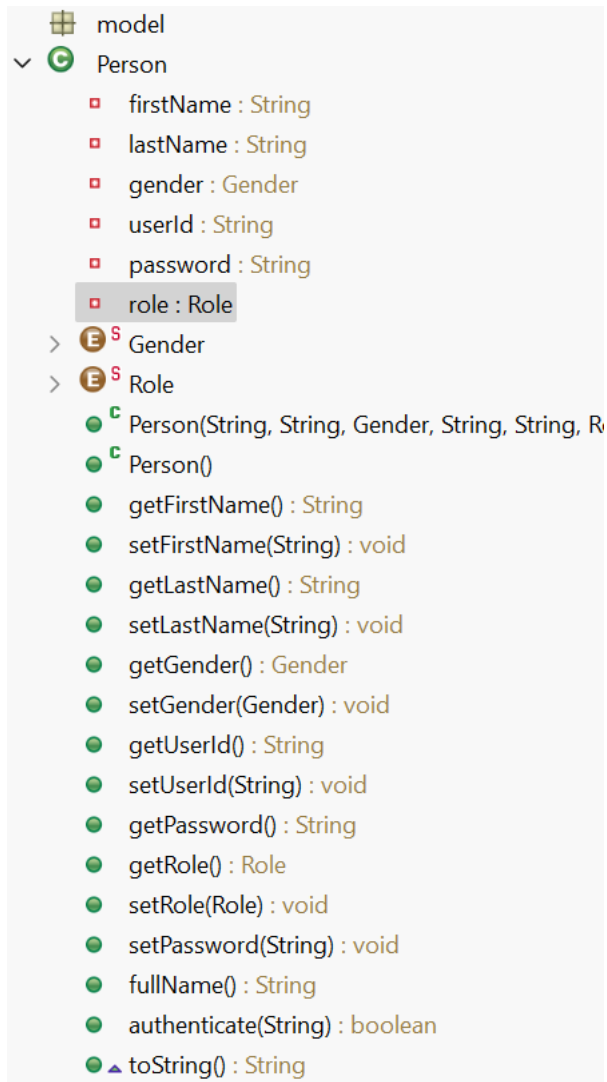
- **Utils Layer:**

Handles data persistence — loading and saving users, pets, tasks, and helpers from files. Also manages file transfers for certificates, keeping things legit and verified.

- **GUI Layer:**

The front line where users log in (with CAPTCHA to stop bots), register, and interact. Users manage their pets and tasks, Helpers verify themselves and accept tasks, Admins get a full dashboard to manage users, pets, tasks, and certificates.

Package model.*;



1. Constructors:

- `Person(String firstName, String lastName, Gender gender, String userId, String password, Role role)`: Initializes a Person object with the provided details.
- `Person()`: Default constructor that initializes a Person with empty/default values.

2. Getters:

3. Setters:

4. Methods:

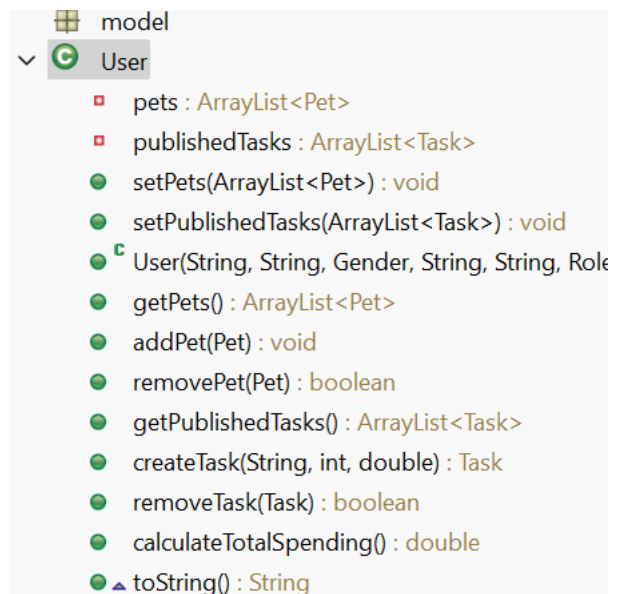
- `fullName()`: Combines and returns the first and last name as a full name

string.

- `authenticate(String inputPassword)`: Checks if the input password matches the person's password.

5. Override Method:

- `toString()`: Returns a string representation of the Person object, including first name, last name, gender, and user ID.



1. Constructor:

- `User(...)`: Initializes a User object with the provided details and initializes empty lists for pets and tasks.

2. Pet Management:

- `addPet(Pet pet)`: Adds a pet to the user's list of pets.
- `removePet(Pet pet)`: Removes a pet from the user's list of pets.

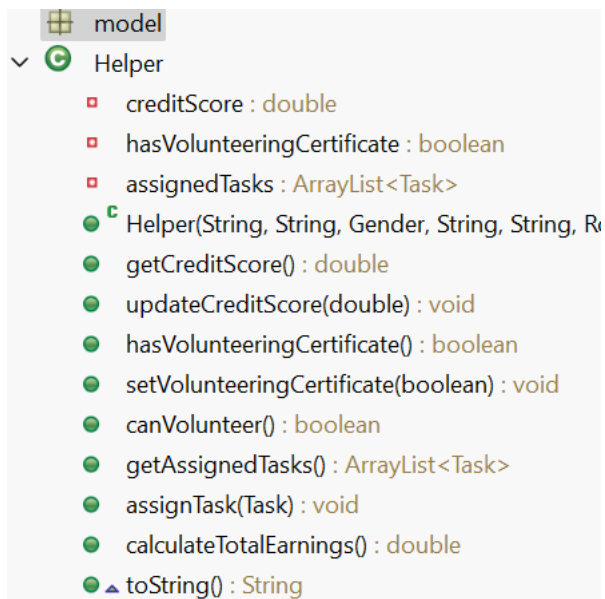
3. Task Management:

- `createTask(...)`: Creates a new task, associates it with the user, and adds it to the list of published tasks.

- `removeTask(Task task)`: Removes a task from the user's list of published tasks.
- `calculateTotalSpending()`: Calculates the total spending on tasks that have been taken, based on working hours and hourly wage.

4. **Getters, Setters, and toString.**

5.



1. **Constructor:**

- `Helper(...)`: Initializes a Helper with default values (credit score: 5.0, no volunteering certificate, empty task list).

2. **Credit Score Management:**

- `updateCreditScore(double change)`: Adjusts the credit score, clamping it between 0 and 10.

3. **Volunteering Status:**

- `canVolunteer()`: Returns true if the helper has a volunteering certificate.

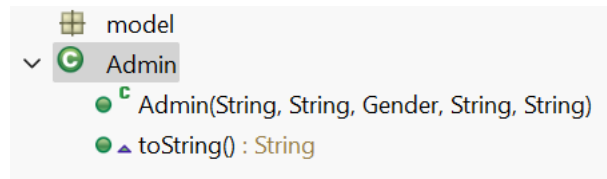
4. **Task Management:**

- `assignTask(Task task)`: Assigns a task to the helper if they are certified;

throws an exception otherwise.

- `calculateTotalEarnings()`: Sums up earnings from all assigned tasks.

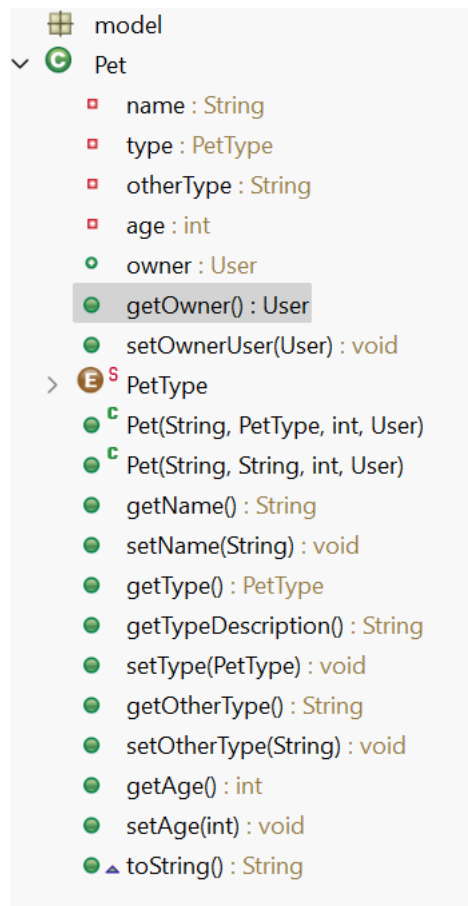
5. **Getters, Setters, and toString:**



1. **Constructor:**

- `Admin(...)`: Initializes an Admin with provided details and sets the role to ADMIN by default.

2. **Getters, Setters, and toString:**



1. **Constructors:**

- `Pet(String name, PetType type, int age, User owner)`: Initializes a pet

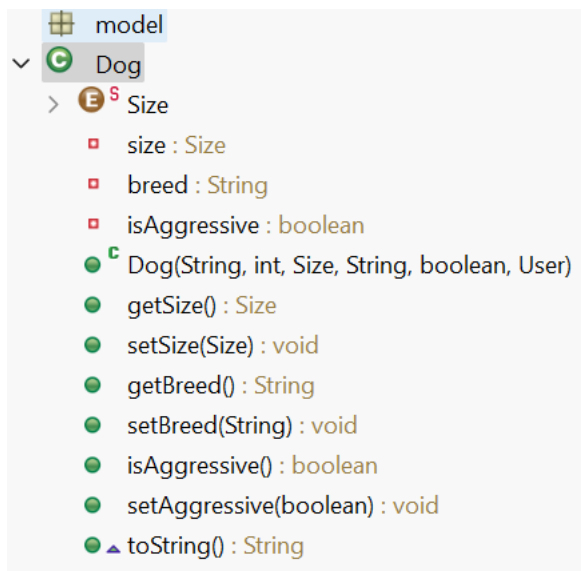
for DOG or CAT types (throws an exception for OTHERS).

- Pet(String name, String otherType, int age, User owner): Initializes a pet for OTHERS type, requiring a custom type description.

2. Special Methods:

- getTypeDescription(): Returns a formatted string for the pet type (includes custom description for OTHERS).

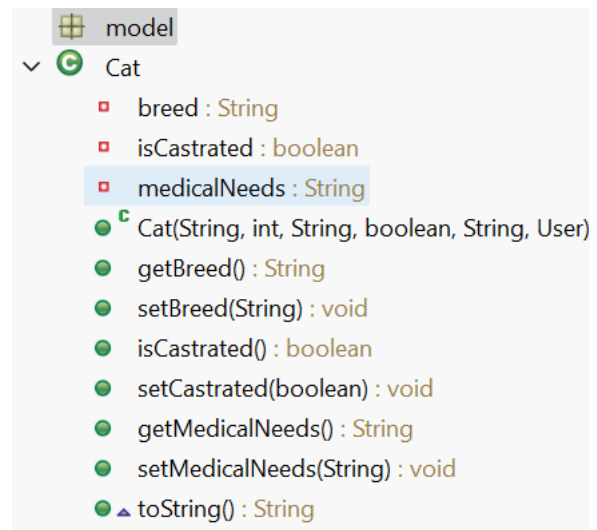
3. Getters, Setters, and toString:



1. Constructor:

- Dog(...): Initializes a Dog with specific attributes (name, age, size, breed, aggression status, and owner), setting the pet type to DOG.

2. Getters, Setters, and toString:

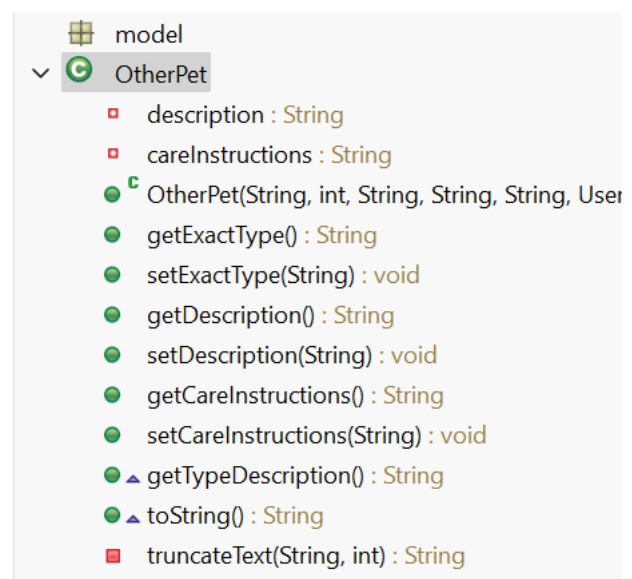


1. Constructor:

- Cat(...): Initializes a Cat with specific attributes (name, age, breed, castration status, medical needs, and owner), setting the pet type to CAT.

2. Getters, Setters, and toString:

3.



1. Constructor:

- OtherPet(...): Initializes an OtherPet with specific attributes (name, age, exact type, description, care instructions, and owner), using the OTHERS pet type.

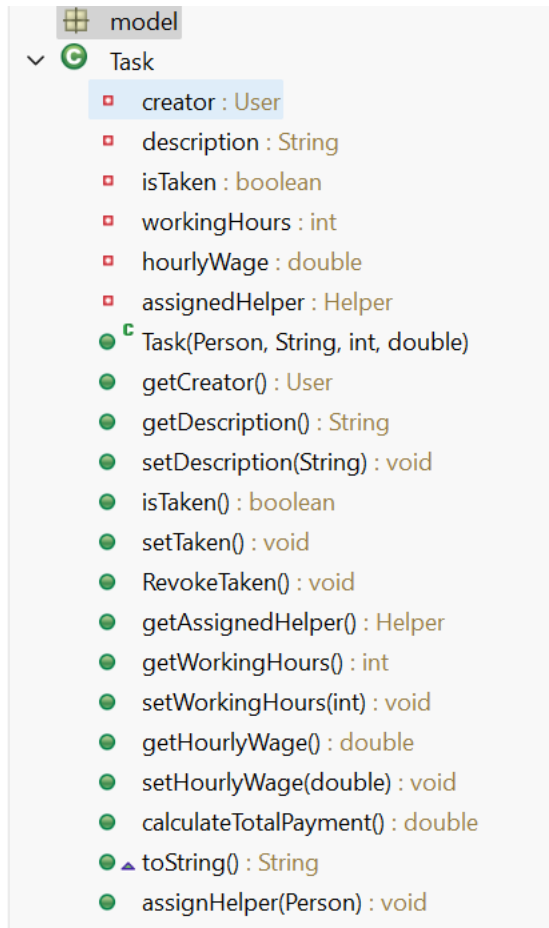
2. Special Methods:

- getTypeDescription(): Overrides the

parent method to add an "Exotic: " prefix to the type description.

- truncateText(String text, int maxLength): Helper method to shorten long text for display purposes.

3. Getters, Setters, and toString



1. Constructor:

- Task(...): Initializes a task with creator, description, working hours, and hourly wage. Sets default values (isTaken = false, assignedHelper = null).

2. Task Status Management:

- setTaken(): Marks the task as taken.
- RevokeTaken(): Reverts the task to "not taken" status.

3. Helper Assignment:

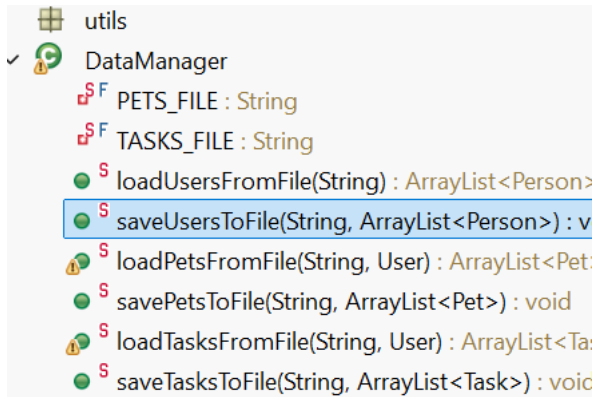
- assignHelper(Person helper): Assigns a helper to the task (casts to Helper type).

4. Financial Calculation:

- calculateTotalPayment(): Computes total payment based on working hours and hourly wage.

5. Getters, Setters, and toString:

Package util.*;



1. User Management:

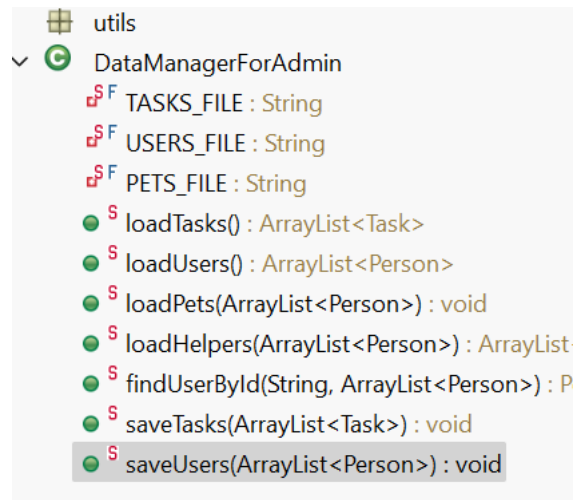
- loadUsersFromFile(): Loads user data from a CSV file, creates appropriate Person subclasses (Admin/Helper/User), and handles validation.
- saveUsersToFile(): Saves user data to a CSV file with headers, including role-specific fields like credit scores for Helpers.

2. Pet Management:

- loadPetsFromFile(): Loads pet data from a CSV file, creating specific pet types (Dog/Cat/OtherPet) and associating them with owners.
- savePetsToFile(): Saves pet data to a CSV file with type-specific formatting for different pet classes.

3. Task Management:

- loadTasksFromFile(): Loads task data from a CSV file, handling quoted descriptions and numeric fields.
- saveTasksToFile(): Saves task data to a CSV file with standard formatting.



1. Data Loading Functions:

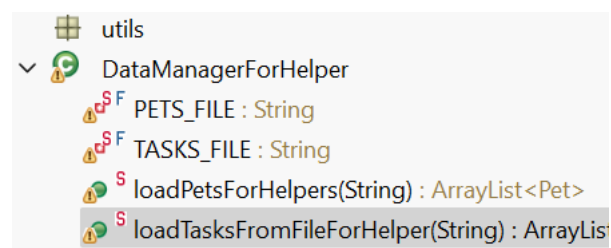
- loadTasks(): Loads all tasks from file, creating Task objects without owner association
- loadUsers(): Loads all users from file, creating appropriate Person subclasses (Admin/Helper/User)
- loadPets(): Loads pets from file and associates them with their owners in the provided user list
- loadHelpers(): Filters and returns only Helper objects from the user list

2. Utility Functions:

- findUserById(): Searches for a user by ID in the provided list

3. Data Saving Functions:

- saveTasks(): Saves all tasks to file with proper formatting
- saveUsers(): Saves all user data to file including role-specific fields
-

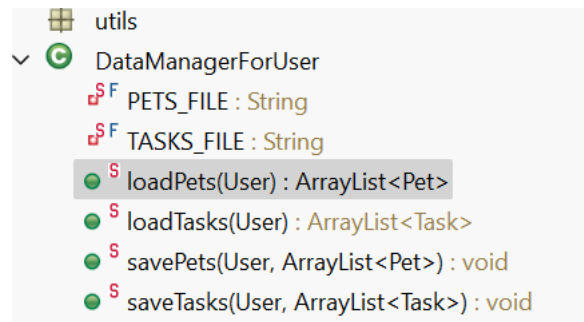


1. Pet Data Loading:

- `loadPetsForHelpers()`: Loads all pets from file without owner filtering (helpers can view all pets), creating appropriate pet subclass objects (Dog/Cat/OtherPet) with null owners.

2. Task Data Loading:

- `loadTasksFromFileForHelper()`: Loads all tasks from file without owner association (helpers can view all tasks), creating Task objects with null creators.



`loadPets(User owner)`

- Loads only the pets belonging to the specified user from `pets.txt`
- Returns an ArrayList of Pet objects filtered by owner ID

`loadTasks(User owner)`

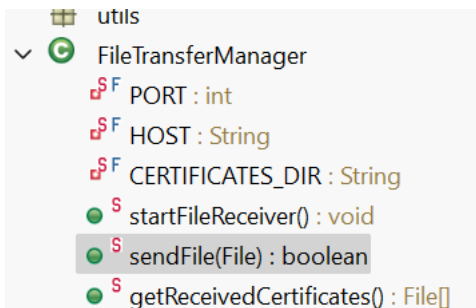
- Loads only the tasks created by the specified user from `tasks.txt`
- Returns an ArrayList of Task objects filtered by creator ID

`savePets(User owner, ArrayList<Pet> userPets)`

- Saves the user's pets while preserving other users' pet data
- Updates `pets.txt` with merged data (current user's pets + all others)

`saveTasks(User owner, ArrayList<Task> userTasks)`

- Saves the user's tasks while preserving other users' task data
- Updates `tasks.txt` with merged data (current user's tasks + all others)



1. File Receiving:

- `startFileReceiver()`: Starts a server thread that continuously listens for incoming PDF certificate files and saves them to a designated directory.

2. File Sending:

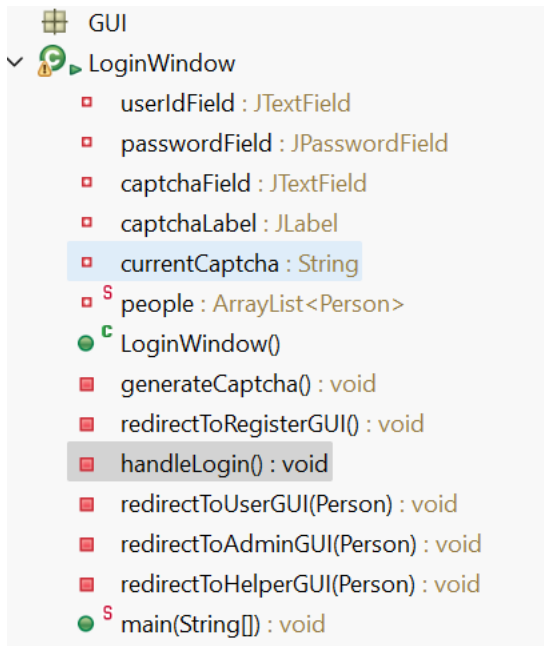
- `sendFile()`: Client-side function that sends a PDF file to the server after validation, returning success/failure status.

3. Certificate Management:

- `getReceivedCertificates()`: Retrieves all received PDF certificates from the storage directory for admin review.

Package GUI.*;

using Swing's event dispatch thread.



1. Constructor:

- LoginWindow(): Sets up the login GUI with user ID, password fields, CAPTCHA verification, and login/register buttons.

2. CAPTCHA Handling:

- generateCaptcha(): Creates a random 6-character CAPTCHA code and displays it.

3. Navigation Methods:

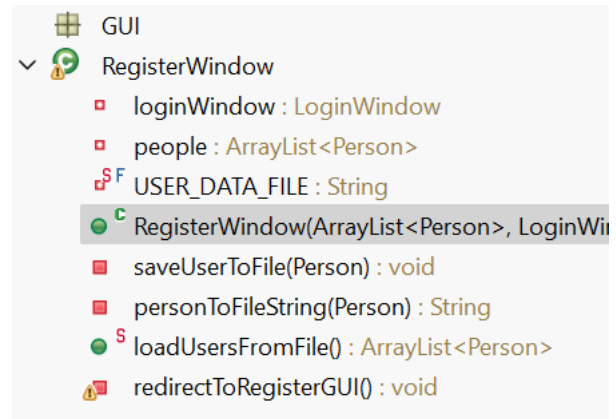
- redirectToRegisterGUI(): Opens the registration window and closes login.
- redirectToUserGUI(), redirectToAdminGUI(), redirectToHelperGUI(): Redirects to appropriate dashboards based on user role.

4. Core Logic:

- handleLogin(): Validates credentials, verifies CAPTCHA, authenticates user, and redirects based on role.

5. Main Method:

- main(): Launches the login window



1. Constructor:

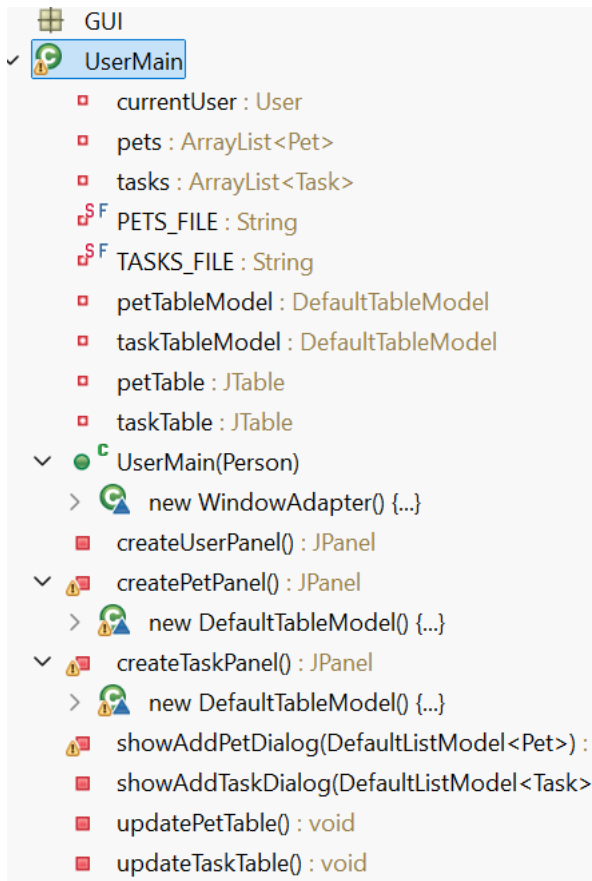
- RegisterWindow(): Sets up the registration form with fields for user details and a registration button.

2. Data Handling:

- saveUserToFile(): Appends new user data to the users file.
- personToFileString(): Formats user data into CSV format for file storage.

3. User Management:

- loadUsersFromFile(): Static method that loads all registered users from file, creating appropriate Person subclasses (Admin/Helper/User).
- redirectToRegisterGUI(): Reopens the registration window (though appears unused in current context).



1. Constructor:

- UserMain(): Initializes the user dashboard with pet and task management interfaces.

2. UI Creation:

- createUserPanel(): Displays user profile information in a formatted box.
- createPetPanel(): Sets up the pet management table with add/delete functionality.
- createTaskPanel(): Configures the task management table with add/delete features.

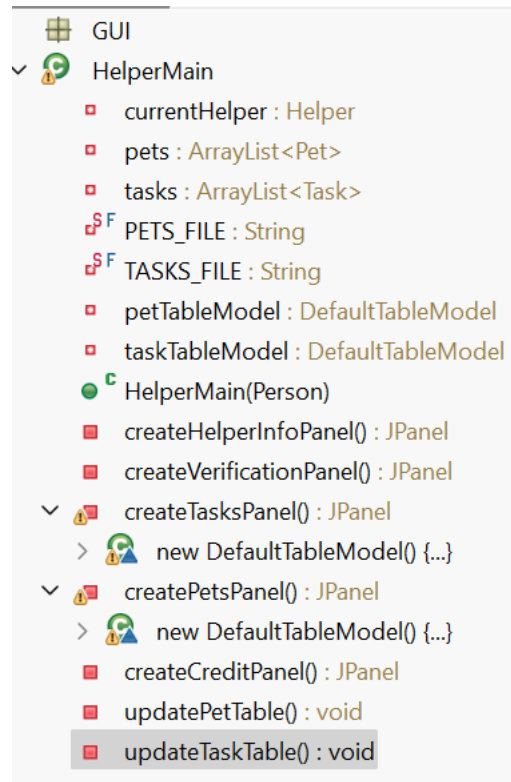
3. Dialog Handlers:

- showAddPetDialog(): Displays a dynamic form for adding different pet types (Dog/Cat/Other).
- showAddTaskDialog(): Shows a form

for creating new tasks.

4. Data Management:

- updatePetTable(): Refreshes the pet table with current data.
- updateTaskTable(): Updates the task table with latest information.



1. Constructor:

- HelperMain(): Initializes the helper dashboard interface with verification status, task management, and pet viewing capabilities.

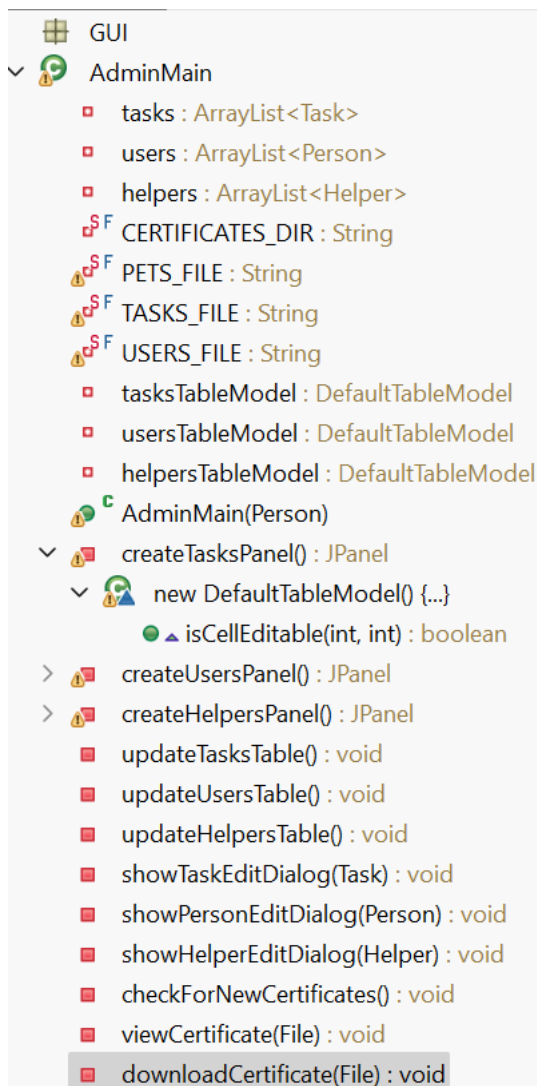
2. UI Creation:

- createHelperInfoPanel(): Displays helper profile information including credit score.
- createVerificationPanel(): Shows verification status with certificate upload functionality.
- createTasksPanel(): Sets up available tasks table with task acceptance feature.

- createPetsPanel(): Configures pets viewing table.
- createCreditPanel(): Displays credit rating as star icons with total earnings.

3. Data Management:

- updatePetTable(): Refreshes the pet table with current data.
- updateTaskTable(): Updates the task table showing only available tasks.



1. Constructor:

- AdminMain(): Initializes the admin dashboard with three management panels (tasks, users, helpers) and certificate handling.

2. UI Creation:

- createTasksPanel(): Sets up task management table with edit/delete/refresh functionality.
- createUsersPanel(): Configures user management table with edit/delete/refresh options.
- createHelpersPanel(): Creates helper management table with additional certificate download feature.

3. Table Updates:

- updateTasksTable(): Refreshes task data in the table.
- updateUsersTable(): Updates user data display.
- updateHelpersTable(): Refreshes helper information including certification status.

4. Edit Dialogs:

- showTaskEditDialog(): Displays form for editing task details.
- showPersonEditDialog(): Shows form for modifying user information.
- showHelperEditDialog(): Provides interface for editing helper-specific fields like credit score.

5. Certificate Management:

- checkForNewCertificates(): Checks and displays newly received certificates.
- viewCertificate(): Opens certificate file for viewing.
- downloadCertificate(): Saves certificate to chosen location.