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**Project 3 Cover Page & Vocabulary**

Contents:

Cover Page

* Vocabulary

Javadoc

* Stub Code
* UML
* Cover Page (With Vocabulary)
* JUnit

**Vocabulary**

**Nouns**

Linked Hash Map – Object – LinkedHashMap <Key, Value>

Graphical Display – Object – GUI for input and output

Text Data – Input type – String

Binary Data – Input type

Text Output – Output into GUI

Graphical Output – Output via graphs into GUI

Pie Chart – Graph that demonstrates ratios via circles and color differentiation

Histogram – Rectangle graphs

Keyboard – input medium for the user

[Media] Makers – Class – Object to define the people involved in media

Returners – Class – Object to define any type to be output by the program

Movies – Class – Object to define movies

Series – Class – Object to define series

Episodes – Class – Object to define episodes

**Verbs**

Display – Method(s) – outputGraph(), outputText()

Search – method(s) – searchPartEpisodes(), searchEpisodes(), searchPartSeries(), searchSeries(), searchPartMovies(), searchMovies(), searchPartMakers(), searchMakers()

Read – Method(s) – readBinary(), readText()

**Adjectives**

Serializable – Interface – Allows for saving of data to a file

Comparable – Interface – Allows for easier sorting of Objects