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CS347 Assignment 3

How to Run the SmartTimer9001:

Our project is still in its infancy. However, there are some features that we have working. Currently we our project is written in Java and opened as a java project. Once the project is opened, one can run the project. Once this is done, a GUI window will pop up and it will ask the user to set the alarm. If the user clicks the set alarm button, it will bring up a new window and print out the current setting of the alarm to the console. The new window that is now open will have settings that the user can edit and also a browse option to pick a file path that could be used. Once the user is satisfied with their settings, they can click the save button. The save button will open a new window with the new settings and also print them to the console. To exit out of each window you just need to hit the x at the top. To close the program completely, hit the x at the top of the first window that was opened titled “SmartTimer9001”.

Our Unit Testing is very simple. We used JUnit to test all of the methods inside of our Alarm Class. We weren’t really sure how to unit test our SwingGUI class because there are any methods. We figured that opening and closing the GUI was good enough unit testing.

To run the Unit Test just run the AlarmTest.java file. There should be no failures.

This is as far as we have gotten in our project. It was difficult to figure out how swing works in Java since none of us have ever used it before. However, we are confident that we will be able to get an actual working Alarm that will open an exe file at the correct time.