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CS361

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Project 2

This project does not include any functionality changes to the GUI. Instead, we have refactored the entire codebase and split it into three different files:

1. Main.java

This file is where our java methods, such as event handlers, or helper methods such as playMidi and stopMidi are stored.

This file also contains the start() method which is used to set up the fmxl and css which now control the displays. This file acts as our controller since we have such a small application. It is essentially a shorter version of last week’s Main file.

1. Main.fxml

This file holds the skeleton of our GUI. It aligns and configures the nodes (such as buttons, hboxes, menus, and panes) so that they are positioned correctly in the scene. The structure is similar to an HTML file.

This code replaced a lot of our methods from last project such as the creation of our buttons and menus.

(This was mostly auto-generated using the provided tool on the project page meaning we only really added the css values.)

1. Main.css

Here is where we store the styles for the elements in the .fxml file. Thus, the css file operates exactly as you would expect of a web page. It helps position, color, or otherwise style the nodes of the GUI.

Refactoring Last Week’s Code:

A lot of the issues with our last project were due to our lengthy start() method which set up the GUI nodes. This, of course, was solved by the usage of the FXML and CSS files meaning we did not have to do too much refactoring aside from the given task.

Now our start method simply loads the FXML, creates the scene, and shows the stage.

We updated some of the methods that are only used within the Main class to private methods as suggested.

We updated all of the other small changes (such as returning Optional objects or removing small pieces of unnecessary code)