

Operation Contract

TeamPanda

Class: HomePage

1. CreateFrame()
Description: create the homepage frame
Return: void
Precondition: void
Postcondition: Frame is created
2. ItemStateChanged(ItemEvent e)
Description: change the second ComboBox when the first one is changed
Return: void
Precondition: the item is changed
Postcondition: the second ComboBox is changed
3. closeThis()
Description: close the frame
Return: void
Precondition: void
Postcondition: frame is closed

Class: LoginPage

1. CreateLogin()
Description: create the login page frame
Return: void
Precondition: void
Postcondition: Frame is created
2. closeThis()
Description: close the frame
Return: void
Precondition: void
Postcondition: frame is closed

Class: RegisterPage

1. CreateRegister()
Description: create the register frame
Return: void
Precondition: void
Postcondition: Frame is created
2. closeThis()
Description: close the frame
Return: void
Precondition: void
Postcondition: frame is closed

Class: CarInfo1

1. CarInfo1()
Description: create the frame which described the first suggested car
Return: void
Precondition: void
Postcondition: frame is created.
2. actionPerformed(ActionEvent e)
Description: When click a button, performing different action
Return: void
Precondition: the button is clicked
Postcondition: when click okButton, open Home page.
when click FavorButton, store the favor car

Class: CarInfo2

1. CarInfo2()
Description: create the frame which described the second suggested car
Return: void
Precondition: void
Postcondition: frame is created.
2. actionPerformed(ActionEvent e)
Description: When click a button, performing different action
Return: void
Precondition: the button is clicked
Postcondition: when click okButton, open Home page.
when click FavorButton, store the favor car

Class: CarListFrame

1. CarListFrame()
Description: create the frame which contains the car list
Return: void
Precondition: void
Postcondition: frame is created
2. actionPerformed(ActionEvent e)
Description: When click a button, performing different action
Return: void
Precondition: the button is clicked
Postcondition: when click backButton, open Home page.
when click addButton, store the favor car
when click payButton, open the payment page

Class: makePayment

1. MakePayment()
 Description: create the payment page
 Return: void
 Precondition: void
 Postcondition: frame is created
2. actionPerformed(ActionEvent e)
 Description: When click a button, performing different action
 Return: void
 Precondition: the button is clicked
 Postcondition: when click payButton, open finish payment page.
 when click backButton, open home page

Class: FinishPayment

1. FinishPayment()
 Description: create the finish payment page
 Return: void
 Precondition: void
 Postcondition: frame is created
2. actionPerformed(ActionEvent e)
 Description: When click a button, performing different action
 Return: void
 Precondition: the button is clicked
 Postcondition: when click payButton, open finish payment page.

Class: ProfileFrame

1. ProfileFrame()
 Description: create the profile page
 Return: void
 Precondition: void
 Postcondition: frame is created
2. actionPerformed(ActionEvent e)
 Description: When click a button, performing different action
 Return: void
 Precondition: the button is clicked
 Postcondition: when click payButton, open make payment page.
 when click okButton, open home page

Class: Error

1. Error()
Description: create the error page
Return: void
Precondition: void
Postcondition: frame is created
2. actionPerformed(ActionEvent e)
Description: When click a button, performing different action
Return: void
Precondition: the button is clicked
Postcondition: when click okButton, dispose the error page.

Class: CarFavList

1. CarFavList()
Description: create the car list
Return: void
Precondition: void
Postcondition: list is created
2. Store(Car car)
Description: add a car to car list
Return: void
Precondition: exist a car
Postcondition: car is stored
3. Conver2Data()
Description: convert list to 2D data
Return: 2D object
Precondition: void
Postcondition: 2D data is created
4. Delete(Car car)
Description: remove a car from the list
Return: void
Precondition: there is cars stored in the list
Postcondition: the car is removed

Class: PersonList

1. Store(Person person)
Description: add a person to car list
Return: void
Precondition: exist a person
Postcondition: person is stored
2. Conver2Data()
Description: convert list to 2D data
Return: 2D object
Precondition: void
Postcondition: 2D data is created