

Project 1: Group 4

BRADEN, IBRAHIM, QUETZIN, AND NICK

Braden

- Introduced git hub to the group
- Added necessary libraries
- Added PlayerData private fields
- Added the constructor instances
- Added getter methods

```
21 //TODO - Finish the constructor
22 public PlayerData(UUID guid, boolean isActive, String firstName,
23     String lastName, String email, int rank, int winRate,
24     LocalDateTime registered, LocalDateTime lastPlayed) {
25     this.guid = guid;
26     this.isActive = isActive;
27     this.firstName = firstName;
28     this.lastName = lastName;
29     this.email = email;
```

```
35
36     public UUID getGUID() {
37         return guid;
38     }
39
40     public boolean getIsActive() {
41         return isActive;
```

```
6 // TODO - import the correct missing libraries
7 import project1.PlayerData;
8 import java.util.UUID;
9 import java.util.ArrayList;
10 import java.io.IOException;
11 import java.io.File;
```

Ibrahim

```
96     public static ArrayList<PlayerData> populatePlayerList(NodeList nodeList) {  
97         //TODO - create new PlayerData ArrayList  
98         ArrayList<PlayerData> playerList = new ArrayList<PlayerData>();
```

- Called addToXML to add the new player to the Result.xml document
 - Fixed bugs with addToXML() method
- Added player to ArrayList playerList in populatePlayerList method

```
68         //TODO - Call constructPlayerFromInput() to create a PlayerData object from the input info.  
69         PlayerData x = constructPlayerFromInput(args);  
70  
71  
72         //TODO - Call addToXML() to add the new player to the Result.xml document.  
73         addToXML(x, parsedXML);
```

Quetzin

```
139      //TODO - Create a temporary PlayerData variable "newPlayer" to assign the Element data to.
140      PlayerData newPlayer = new PlayerData(guid, isActive, firstName, lastName, email, rank, winRate, registered, lastPlayed);
141
142
143      return newPlayer;
144  }
```

- Added player to ArrayList playerList in populatePlayerList method
- Finished creating field variables for player in constructPlayerFromElement method
- Added temporary PlayerData variable in constructPlayerFromElement method

```
126      public static PlayerData constructPlayerFromElement(Element player) {
127
128          //TODO - Finish creating the field variables for the player
129          UUID guid = UUID.fromString(player.getElementsByTagName("guid").item(0).getTextContent());
130          boolean isActive = Boolean.parseBoolean(player.getElementsByTagName("isActive").item(0).getTextContent());
131          String firstName = String.valueOf(player.getElementsByTagName("firstName").item(0).getTextContent());
132          String lastName = String.valueOf(player.getElementsByTagName("lastName").item(0).getTextContent());
```

Nick

```
48     public static void main(String[] args) {  
49         //TODO - the args should be populated with the field data for a new PlayerData object.  
50         try {  
51             //TODO - Finish the file path names  
52             File xmlFile = new File("src/project1/data.xml");  
53             File xsdFile = new File("src/project1/data.xsd");  
54         }
```

- Added file paths
- Finished creating field variables in the constructPlayerFromInput method
- Created a temporary PlayerData variable newPlayer and assigned the input data to it in constructPlayerFromInput method

```
164         //TODO - Create a temporary PlayerData variable "newPlayer" to assign the input data to.  
165         PlayerData newPlayer = new PlayerData(guid, isActive, firstName, lastName, email, rank, winRate, registered, lastPlayed);  
166  
167         return newPlayer;  
168     }
```

```
68         //TODO - Call constructPlayerFromInput() to create a PlayerData object from the input info.  
69         PlayerData newPlayer = constructPlayerFromInput(args);
```