Use-Case scenarios & Classes' function Algorithms

FVPApplication Class

main()	
Starts the program and shows the selections to user in console to choose an interface either console or GUI	Program guides the user to the interface

FVPConsoleUI Class

ProcessCommands(): Gets the selection from the user and process them.	If the user want to read file and draw functions, program shows the functions' graphics, and process other operations
readFileandShowFuncVis(int selection):	If the user want to see the functions' graphics program reads informations from file and shows the graphics

FVPUserInterface Class

ProcessCommands(): User selects the interface from the console with FVPApplication main()	
	Program guides user to interface user wanted

FVPGUI Class

processCommand()	
Buttons' Action performed functions jButton1ActionPerformed(): jButton2ActionPerformed(): jButton3ActionPerformed(): jButton4ActionPerformed():	
	Program process buttons' commands accordind to user . For example, user want to see graphics , firstly he/she should enter the file name and then enter draw functions , program shows the graphics

FunctionGraphics Class

PaintComponent(): (override)	The paintcomponent() function draws graphics to panel or clear all graphics according to user's choice
setColor()	Sets the functions' color which read from a file
setFunction()	Sets the function according to the file The functions : x – x^2 – e^x – log(x) – 2^x – sin(x) – cos(x) – tan(x) – cot(x) – sqrt(x)
getFunctionInfos()	Gets the functions' informations to draw their graphics