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Pseudo Movie Streaming Platform Shell-README

This is a programming assignment for the CSE20 course at UC Santa Cruz for the Fall 2021 school quarter.

The Demo program that is attached is meant to be a text-based pseudo movie streaming interactive shell. All of the commands will be implemented through inputting text and using the enter key instead of scrolling/clicking objects. ALL OF THE COMMANDS ARE CASE AND SPACE SENSITIVE. Please keep this in mind as you interact with the demo shell.

Interacting with the Demo Shell

The demo shell is relatively easy to use as soon as you understand how the "pages" are nested within it. There are only two levels. The "outer" level (what you first see and interact with) is 3 "pages" you can change to see the types of movies that are available.

Outer shell

The first "page" is Scary Movies, the second page is Comedy Movies, and the third page is Romance Movies. To browse through these pages, you just type in "next" and click enter. After hitting the third page, typing "next" will go back to the first page. After inputting a movie that you would like more information on, it will take you to the Inner shell. The "exit" command exits the **entire** program.

Inner shell

The inner shell will be the specific page for whatever movie is chosen. The available commands are printed out for you in the program, but are also below for your convenience:

- name: returns the name of the movie
- genre: returns the genre of the movie
- rating: returns the rating of the movie
- favorite: adds movie to a list of favorites
- download: FAKE downloads the movie. (doesn't really download anything, this is just for show)
- watch: FAKE watches the movie. In the interest of time and resources, all of the movies show the same thing. It is a text-based movie that uses the **time** module for dramatic effect.
- exit: **EXITS** the inner shell. Returns to the outer shell (pages of movies).

If you would like to exit the program, you would need to type "exit" again in order to leave the outer shell and the program completely.

This is basically it as far as navigating the interactive shell.

Movies Class Variables/Methods/Attributes

CLASS DESCRIPTION:

The class that I am describing with the Movies class is just that, movies.

Class Variables: There are only two class variables. One is the director of all the movies, yours truly. The second is the favorites list. This list is used in the favorites method in order to add to the list of favorited movies.

Data Variables/Attributes: Each movie has its own **title, genre**, and **rating**.

- title: The name of the movie
- genre: the genre of the movie
- rating: audience suitability rating of the movie

These **attributes** are initialized **privately** inside the class constructor method (__init__). They are accessed within the class modules themselves, but are not available for use outside of the class. They are also used within the shell to print out information about the movie when the respective command is inputted. This way, the data variables are able to be accessed through the class methods.

Class Methods: Each object has 6 methods (not including the constructor).

- get_name(): returns the name of the Movie object
- get_genre(): returns the genre of the Movie object
- get_rating(): returns the rating of the Movie object
- set_favorite(): adds the movie to the list of favorites
- download(): FAKE downloads the movie
- watch(): FAKE watches the movie

Each of these class methods are available to the user as commands inside of the demo program. For example, within the specific movie page (Inner shell), the user is able to input "name" to receive the name of the title, or "watch" in order to watch the movie. All these commands do is

call the class method which then runs the method. For example, the user command "name" runs movieobject.get_name() without the user knowing. The command favorite runs the method movieobject.set_favorite() and so forth for each command. This makes it easy to interact with while still making use of the Class methods.

Let it be known that there are still minor bugs that are not yet cleanly fixed, but it does NOT make this program unusable. For example, you can set the same movie to your favorites list multiple times. This is not recommended, but for the sake of time and resources, that option was left un-debugged. There is also no "help" command within the shells, any incorrect input will simply ask for a new input. In order to make sure you have a smooth experience make sure to input all commands in LOWERCASE without any extra spaces. In my mind, this was more of a point and click interface, but I've yet to acquire the knowledge to build such a program.

Other than that, you should be fully briefed and just about ready to use the MoviePlus Demo program! A special thanks to Professor Hari for all of his wonderful instruction. I hope this report was insightful and clearly explained my class and the demo program.