Advanced Programming
Assignment Two

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Design

Q1: Explain the changes if you use a different design compared to your assignment 1.

I started the design completely anew. My assignment one design was riddled with bugs and would have taken a long time to correct. Additionally, with the requirement of needing to read in a text file, the original method I had used to store the data was no longer the most convenient way to do so. Instead of using a numeric key for the hashmap, this time round I have chosen to use the user name. Similar to last time however, I have chosen to use just one class for 'Person', instead of splitting it into Person, Child and Young Child. I think this streamlines the process of finding users through the program.

Q2: Explain how the new classes are organized.

I have three main class files: MiniNetDataEntry, MiniNet, and Person.

The MiniNetDataEntry class contains the required code for reading in the required text files and sorting the data from each row of the text fields. It then adds users to the internal memory and takes in relationships between users. Exceptions are caught, but this class writes to the command line.

The MiniNet class displays the user interface for the program. It is fairly simple and simply displays a list of users and underneath a list of fields and buttons to modify the data. Alert messages display when an exception is caught. I am unhappy with the way the GUI looks at this stage and would ideally like to spend more time tidying it up!

The Person class contains all the methods pertaining to users. It is quite a long class with a lot of methods needed throughout the program to implement the required functionality.

Q3 - Explain the process by which your program will interact with user and external data source to run a game.

The User can interact directly with the user interface in order to add relationships and connect to people. In order to add an external data source, it must be named either <people.txt> or <relations.txt>.