

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

We have five classes in assignment 1 which are Person, Adult, Dependent, Mininet and Driver. According to the assignment 2 requirement, we add some classes to implement all functions. We change Mininet and Driver class to view package to make sure the project runs successfully. People.txt and relation.txt is included in this assignment as well as database if there is no people.txt connected. When you run the program, you can add two people's relationship via the GUI, and the information will be updated in relation.txt. The class that implements this functionality is the ConnectPerson. After deleting the person, all the information about the person and who connected with him will be updated to the text file. The Interface(GUI) is running inside the view package. View package is divided into the following classes: addPerson, app, Confirm, ConnectPerson, DataBaseConn, DirectlyConnected, FinalConfirm, ListPerson, Driver, Mininet and selectPerson. There is also a lib package. This is the class of all the exceptions.

2. Explain how the new classes are organized

According to assignment 2 requirement, for each function, each class, and each package were carefully divided. We divided three packages of this project. All of the GUI functions are in the package of

view. The exception is thrown in the lib package. Classed of model involving Adult, Dependent and Person.

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

In this program we added two TXT files which are people.txt and relation.txt and database.

When the program is running, the information can be read through the txt documents. The document that stores personal information is that named people.txt. When the people.txt file cannot be found, the information is retrieved from the database. When a person is added or deleted, all information about the person is updated in documents as well .

