

Advanced Programming - Assignment 2

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

For the 2nd assignment we added three new packages to the project directory for the new requirements. We added a package for the GUI, exceptions handling and the controller classes for the GUI. This lead to our design for the program to be of low coupling and high cohesion (Object oriented).

2. Explain how the new classes are organized

So, we renamed the original MiniNet class to MininetModel so that we could name the main GUI class as MiniNet for execution. Due to the high cohesion approach we added the respective new classes to their respective packages; GUI controller classes in the controller package, GUI classes in the miniNetGUI package and so on.

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

When the program executes, the data is read from the text files and going forward all the interactions done by the user is through the GUI and any adding, updating and deleting of data is done in that instance of the program's execution.

Final Note

We really tried to implement the database part of the assignment, but we could not. We were only able to do the text file reading half of the external data sources requirement. We were able to establish a connection to a database by creating a new database class for it. But we could not integrate the GUI with the database; that is reading the new information into the database after executing the program from the GUI.