Advance Programming – Assignment 2 (MiniNet) 3613252 – Jyh Woei Yang 3666814 – Yujue Zou

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

This time, we used GUI scene to display the program instead of displaying in the console, and all the data will be stored inside of the text file - there will be People.txt and Relationship.txt.

2. Explain how the new classes are organized

The start up Class MiniNet creates the GUI of the primary stage and the GUI of the details of each item. Class driver control the entire program. Class Adults, Children and YoungChild extend class Person. All the details of the people and relationships are saved in the text file respectively. By going through PeopleDao.class and RelationshipDao.class, they will have the read from file and write into file functions. Apart from that, they are both connected with the Database and used it as a backup data source when the system cannot find People.txt.

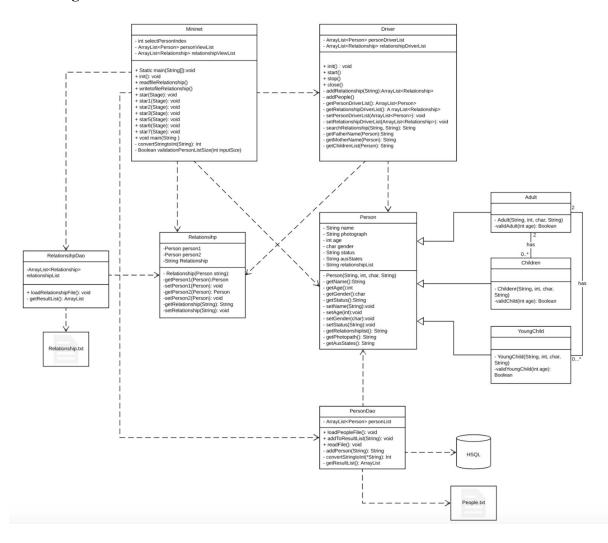
There are eight different kinds of exception classes, when the inputs do not match the requirements, it will throw exceptions including:

- TooYoungException
- NotToBeFriendsException
- NoParentException
- NoAvailableException
- NotToBeCoupledException
- NoSuchAgeException
- NotToBeColleaguesException
- NotToBeClassmatesException

The main class, MiniNet.class, use try and catch blocks to maintain error handling.

You can see those interactions as following class diagram:

Class Diagram



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

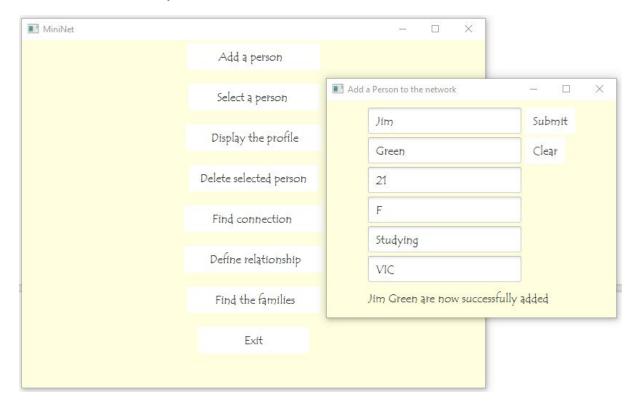
1) MiniNet

The scenes will be created in MiniNet, all the choices of the interface will be displayed in the primary stage, it includes add a person, select a person, display the profile, delete selected person, find connection, define relationship, and find the families. If the user click any of them, it will go into the second stage.



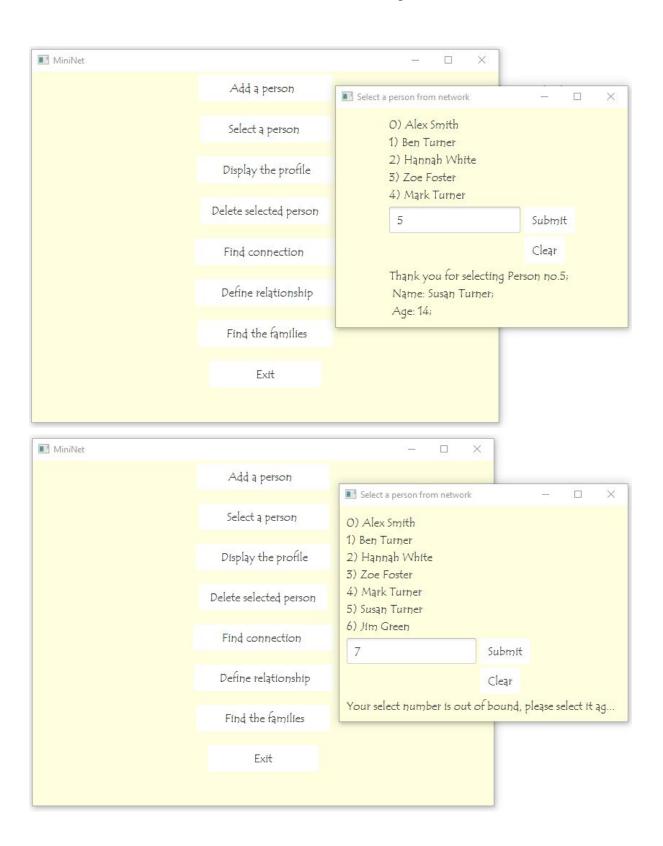
2) Add a person

When the user click 'Add a person', the user will go into the second scene of 'Add a person into the network', the user can input the details of a person, including first name, last name, age, gender, status, state. By doing this, the information of the person will be stored inside PeopleDao.class as an ArrayList. The relationships between persons will be stored inside RelationshipDao.class as an ArrayList, and the result will display on the second GUI stage. Once the user exit the system, the data will be stored back into the text files.



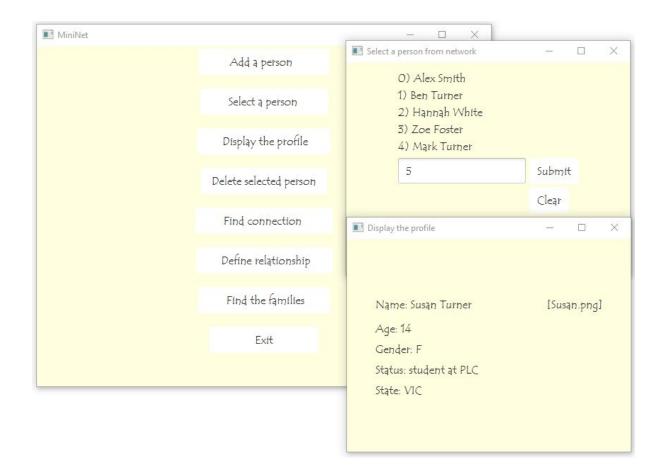
3) Select a person

When the user click 'Select a person', the user can go into a second stage, and choose submit the number of the person. If the user want to re-enter the number, they can click 'Clear'. If the select number is out of bound, the user should select again.



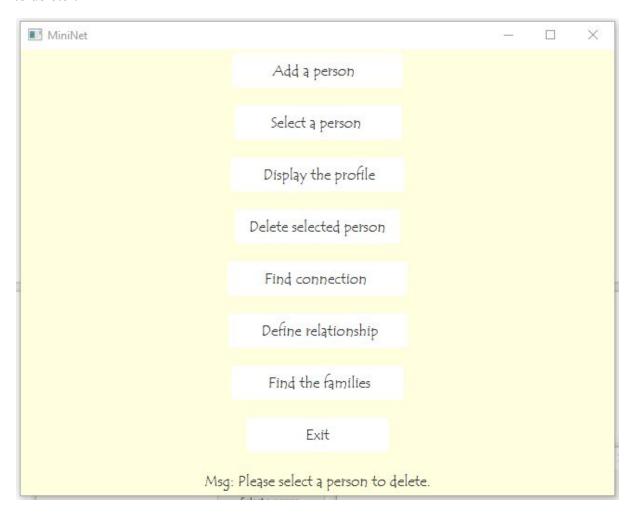
4) Display the profile

When the user select a person and then click 'Display the profile', the details of the selected persons will be displayed. If the user didn't select a person, it will display a message 'Please select a person to display'.



5) Delete selected person

When the user selected a person first, and then click 'Delete selected person', the person will be deleted. If the user didn't select a person, it will display a message 'Please select a person to delete'.



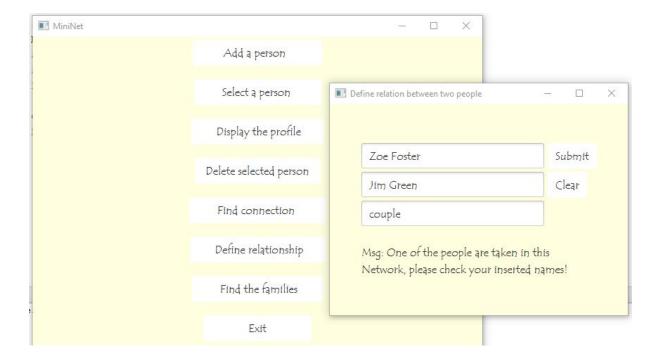
6) Find connection

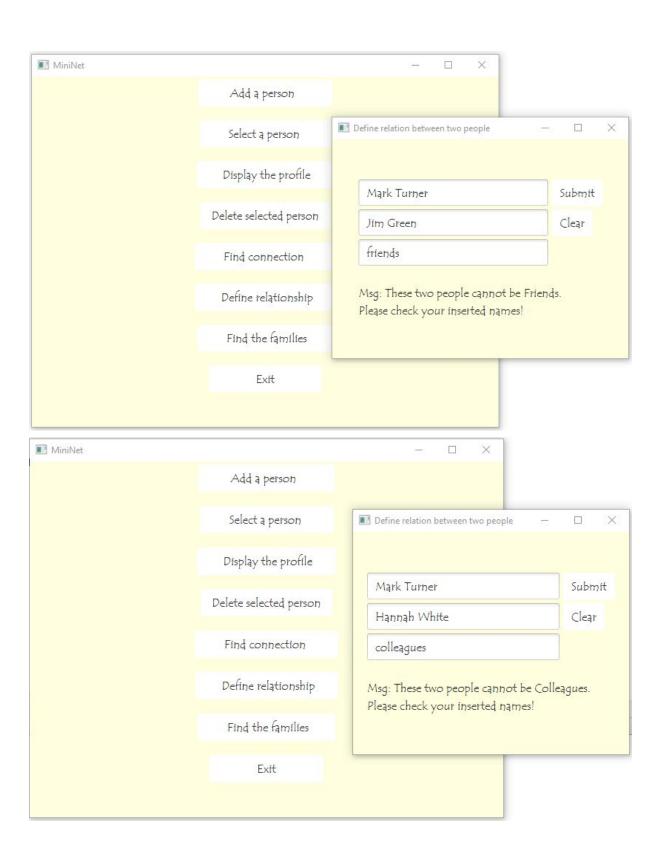
When the user click 'Find connect', the user will go into a second stage and input two person's name, then they can find out person's connection. The names entered should in the database. If the person's name are not in the database, it will show that the two persons have no connection.



7) Define relationship

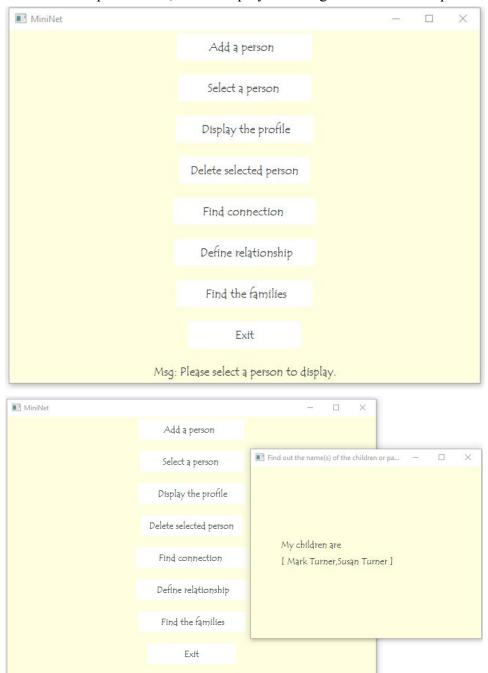
When the user click 'Define relationship', the user can input two person's name, and set their relationship. There are some input validation being implemented. At the background, we use Java exceptions to handle these errors. (e.g. If the two children's' age difference are over than 3 years, they can not be friends.)





8) Find the families

When the user select a person firstly, and then click 'Find the families', the second stage will display the name(s) of the children or parents. They have to be the selected person. If the user didn't select a person first, it will display a message 'Please select a person to display'.



9) Exit

If the user click 'Exit', the GUI will close and the whole program will stop.

External Data

When an embedded HSQLDB database connection is found and there is no people.txt in the system, then your program should read the personal data from the database. Any updates on the personal data should be stored in the database as well.

If People.txt file not found, it will call readFromDB() to load data from database.

How to launch this application:

- 1) Download the COSC1295 AP Assignment2 3613252 3666814.zip.
- 2) Unzip the file.
- 3) Double click the MiniNet.jar in /Release folder to launch

or

Open the terminal, go to the launch folder and execute:

java -jar MiniNet.jar

Github Links:

https://github.com/rmit-s3666814-vujue-zou/Assignment2

Java Doc:

