Assignment 2

Ryan Hoang:

* Removed all code relating to java servlets from quizschedule.java
* Added code to ensure user input is valid. (Java hashmap containing valid retake-quiz pairs)
* Created working prototype using command line interface

Ryan Robinson:

* Made formatting/UI improvements
* Responsible for testing
* Made improvements to ensure correct program behavior

Justin Plassmeyer:

* Debugging and testing
* Created initial submission writeup
* Made formatting/UI improvements

Documentation log

Ryan Hoang, Ryan Robinson, Justin Plassmeyer

Major changes

* **Switched to from a web frontend to a Command line interface**
* Removed all connection to servlets
  + Removed all of the javax.servlet.\* imports to remove the dependencies on tomcat since we are no longer using the web front end.
  + Changed the Class declaration since we no longer needed to extend HttpServlet
* Changed the xml file to represent the current status of the quiz retakes
  + Added the different places, times and added the next available ones for the next two weeks.

Method changes (in quizschedule.java)

* doGet ->start
  + Changed it to a simple start function
    - It will act the same as doGet except that it uses command line instead of a web front end, it only grabs the course ID, We also fixed it so that it does not throw a fatal error if the non-valid id is entered
* doPost -> makeAppointment
  + Changed it to remove the web application part
    - It adds the quiz retake information to the backend text file
* printQuizScheduleForm
  + Changed by stripping the html formatting from it.
  + Takes inputs via command line to get the user to choose the quiz and time and place when they want to take the retake
  + Now uses a hashmap to verify user input is valid. i.e. does this retake session-quiz pair exist?
* Main function
  + Added main function which calls start() in order to run the program.

Maintainability of the Software

From a maintenance standpoint, the code that was given to us was rather simple to modify. The exception to this being that none of us were familiar with Java servlets and initially had a hard time understanding what the code did.

The fact that all the logic for the program was stored inside the quizschedule.java class made the process of modifying the program much easier.

In addition to this, the numerous amount of preexisting comments in the code made it that much easier for us to visualize what exactly the code was doing

