Julia Abbott

Description/Requirements:

My program will act as a kind of a database for knitting supplies. This will include patterns, knitting needles, yarn, and miscellaneous notions. Users will be able to add different supplies to the program as their stash grows. Users will also be able to mark whether or not the item in question is one of their favorites, whether it is in use for another project, and what they would like it to be named in the GUI. Each of these items will be stored in a static ArrayList of each of their types, which will be passed into each of the window constructors. There is no maximum number of items a user can enter, and each button will be keyed to that individual item. As of now, it is not possible to read patterns into the program as a text file, but it is a feature that will be implemented in the future. In addition to this, the ability to save and load the user’s stashes will be implemented in the future.

Use Cases:

1. A knitter wants to keep track of their stash of yarn
2. A knitter wants to know whether a set of needles is tied up in another project
3. A knitter is just starting out, and want to catalog their supplies as the stash grows.