Crocodeal Documentation

Description

Crocodeal is a java project in which users can view and create vehicle advertisements. Advertisements contain relevant vehicle details, pictures and information about the seller.

This gives users the opportunity to communicate with each other about advertisements and possible selling arrangements. The user may only place an advertisement if they are logged into an account and they can also edit their account details such as their username, password and contact information.

Additionally users can click on and view each other's accounts in order to see their details. They can also leave a "like" or "dislike" on a seller's account in order to let other users know if they are trustworthy.

Requirements:

For the system to be successful it must have the following:

The system will have two types of users, unregistered users and registered users.

Unregistered users can browse the marketplace and register a new account.

Unregistered users can also conduct a search on the marketplace.

Registered users can place advertisements with a picture, a description, and various relevant details about the vehicle including its type, mileage and engine size.

After registering an account the user must be able to edit their account details.

Users must be able to log into the account through their username and password.

. 1			
Browse Marketplace			
As a buyer I want an intuitive way to browse cars for sale and filter my			
rch results so that I can easily find cars for sale that fit my needs and			
get.			
Advertisements can be viewed by other users.			
Advertisements can be searched for by other users.			

Identifier	US. 2
Name	Sign-Up
Description	As a user I want to be able create an account so that I can save my information for when I need to interact with other users
Acceptance Criteria	A user can create an account with a username, name, address, password, email and phone number.
	Registered User features become available once they have an account

Identifier	US. 3
Name	Login
Description	As a user I want to be able login so that I can save my information for when I need to interact with other users
Acceptance Criteria	A user can log-in using their email and password to become a registered user.
	2. Registered User features become available once the user is logged in.

Identifier	US. 4	
Name	Placing an Ad	
Description	As a seller I want to be able to advertise my vehicle to many prospective	
	buyers so that I can sell quickly and easily.	

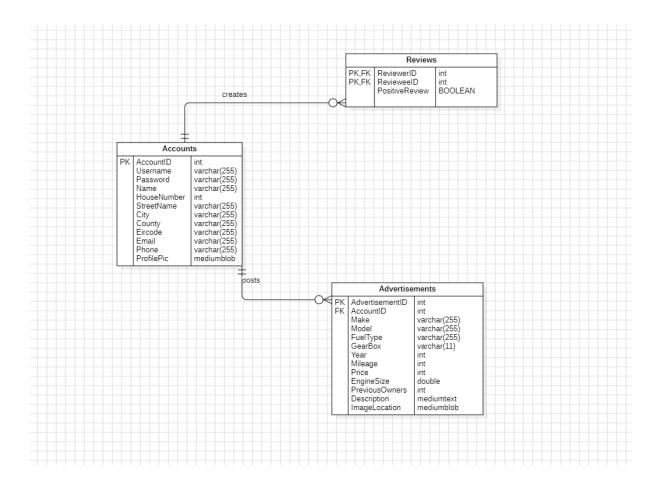
Acceptance	Registered users can post at least three advertisements to the			
Criteria	marketplace.			
	Advertisements contain an image, all inputted vehicle details and corresponding seller details.			
	3. Posted advertisements are visible to all users on the marketplace.			

Identifier	US. 5
Name	Review User
Description	As a buyer I want to be able to review sellers I have dealt with so that I can let other people know if they are trustworthy.
Acceptance Criteria	 Registered Users can like or dislike other registered users who have posted advertisements in the past. Users can view the trust rating of other registered users.

Tests:

Test No.	Scenario	Result	Pass/Fail
TC. 1 Browse Marketplace	Application started	Ads are displayed on the screen	Pass
TC. 1.1 Search Marketplace	User clicks the search bar, enters a search, and clicks the search button	Only ads relevant to the search are displayed	Pass
TC. 2 Signing Up	User clicks on SignUp button, fills in details, and clicks next SignUp button	Account details are added to the database	Pass
TC. 3 Logging In	User clicks Login, fills in details, and clicks the next Login button	Users are now allowed to place an ad, view account, like/dislike users etc.	Pass
TC. 3.1	Logged in user clicks the LogOut button	User is logged out	Pass
TC. 4 Placing Advertisements	Logged in user clicks the Place Ad button, fills in details, and clicks submit	Advertisement is added to database, user is taken to the advertisement they created and advertisement is viewable on marketplace	Pass
TC. 4.1 Deleting Advertisements	Logged in user clicks Delete Advertisement unser their ad	Advertisement is removed from the database, user is returned to marketplace	Pass
TC. 5 Liking/Disliking Users	Logged in user clicks like or dislike on another user's account	Account trust rating is updated	Pass

ER Model:



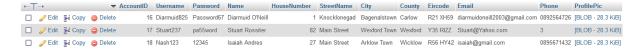
Database Screenshots:

account table:

Structure

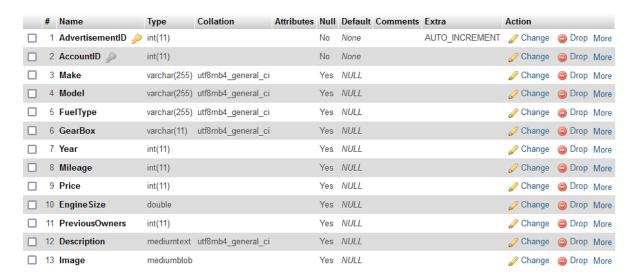


Sample Data



advertisement table:

Structure

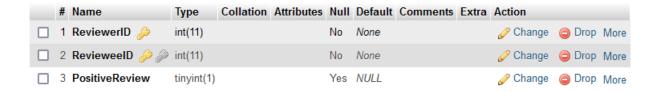


Sample Data

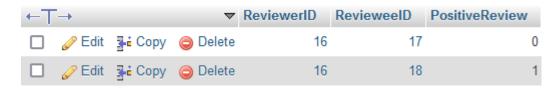


Reviews table:

Structure



Sample Data



Interesting Code:

Snippet From the GUIManager class that allows for the user to switch to different screens and reduces code redundancy.

```
public static void changeMarketplace(JPanel switchFrom, String search)
       switchFrom.setVisible(false);
                                                   //Sets the current screen's panel to be
invisible
       frame.remove(switchFrom);
                                                     //Removes the current screen's panel
from the frame
       lastScreen = switchFrom;
       if (checkConnection())
                                                    //Make sure connection is still valid
         marketplace.generateAds(search);
         marketplace.setVisible(true);
                                                      //Sets the marketplace's panel to be
visible
         frame.add(marketplace);
                                                      //Adds the marketplace's panel to the
Frame
       }
  public static void changeLogin(JPanel switchFrom)
       switchFrom.setVisible(false);
                                                   //Sets the current screen's panel to be
       frame.remove(switchFrom);
                                                     //Removes the current screen's panel
from the frame
       lastScreen = switchFrom;
                                                    //Make sure connection is still valid
       if (checkConnection())
         login.setVisible(true);
                                                  //Sets the login screen's panel to be visible
         frame.add(login);
                                                  //Adds the login screen's panel to the Frame
```

Snippet from the Login class which uses gridbaglayout to place the gui components

```
setLayout(new GridBagLayout()); //Setting the layout and background colour
     setBackground(green);
     GridBagConstraints gbc = new GridBagConstraints();
     backButton = new JButton("Back"); //Placing the back button, and adding an action listener
to it
     backButton.addActionListener(new BackButtonAL(Login.this));
     gbc.gridx = 0;
     gbc.gridy = 0; // Place at the first row
     gbc.insets = new Insets(10, 10, 10, 10); //Specifying the padding for this element
     add(backButton, gbc);
     title.setFont(titleFont);
                                                                              // Sets the title font,
bold and size
     title.setForeground(white);
                                                                                 // Sets the title
text colour to white
     title.setBackground(green);
     title.setOpaque(true); //Setting the title to be visible
     gbc.gridx = 1;
     gbc.gridy = 0; // Place the title next to the back button
     gbc.insets = new Insets(0, 0, 10, 0); //Specifying the padding for this element
     add(title,gbc);
```

Snippet from the DatabaseManager class that allows for inserting images into the database and adding multiple entries.

```
public static void createEntry(String table, String parameters[], String values[])
{
    try
    {
        int index;
        String valueString = "";

        // Creates a New Entry for a Table
        PreparedStatement pstat = null;

        // Makes a string for the values placeholders
        for (index = 0; index < parameters.length; index++)
        {
            if (index == 0)
        }
}</pre>
```

```
{
                   valueString = "?";
              else
                {
                   valueString += ", ?";
         String parametersString ="";
         for (index = 0; index < parameters.length; index++)
              if (index == 0)
                   parametersString = parameters[index];
              else
                   parametersString += ", " + parameters[index];
         // Create a prepared statement using the supplied parameters
         pstat = connection.prepareStatement("INSERT INTO " + table + " (" +
for(int i=0; i<parameters.length;i++)</pre>
           if (parameters[i].equals("Image") || parameters[i].equals("ProfilePic"))
                try
                     File image = new File(values[i]);
                     FileInputStream fis = new FileInputStream(image);
                     pstat.setBinaryStream((i+1), fis, (int) image.length());
                catch (FileNotFoundException fnfe)
                     fnfe.printStackTrace();
                     System.out.println("oops");
           else
```

```
{
    pstat.setString( (i+1) , values[i]);
}

// Execute update
    pstat.executeUpdate();
}

catch (SQLException e)
{
    e.printStackTrace();
    // Handle exceptions appropriately
}
```