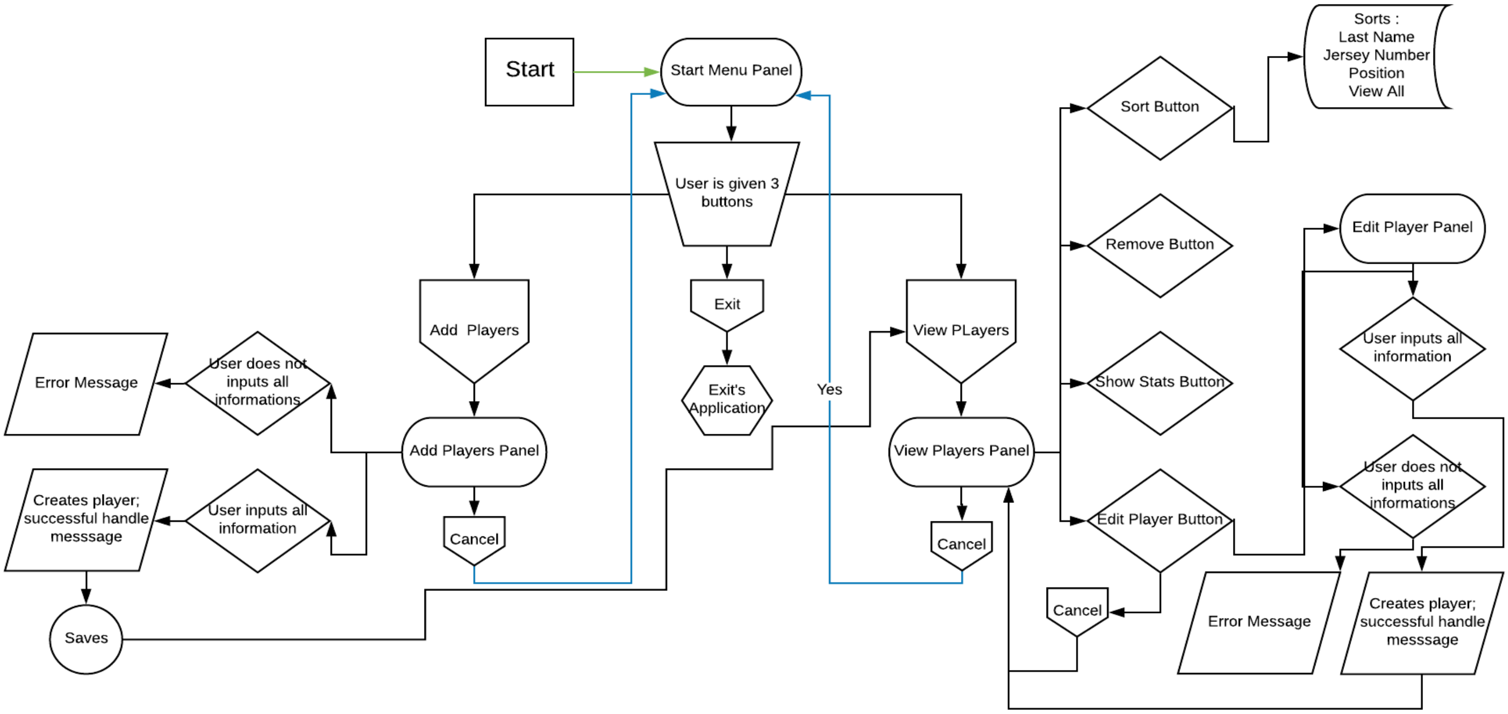
Criterion B: Design

Flowchart



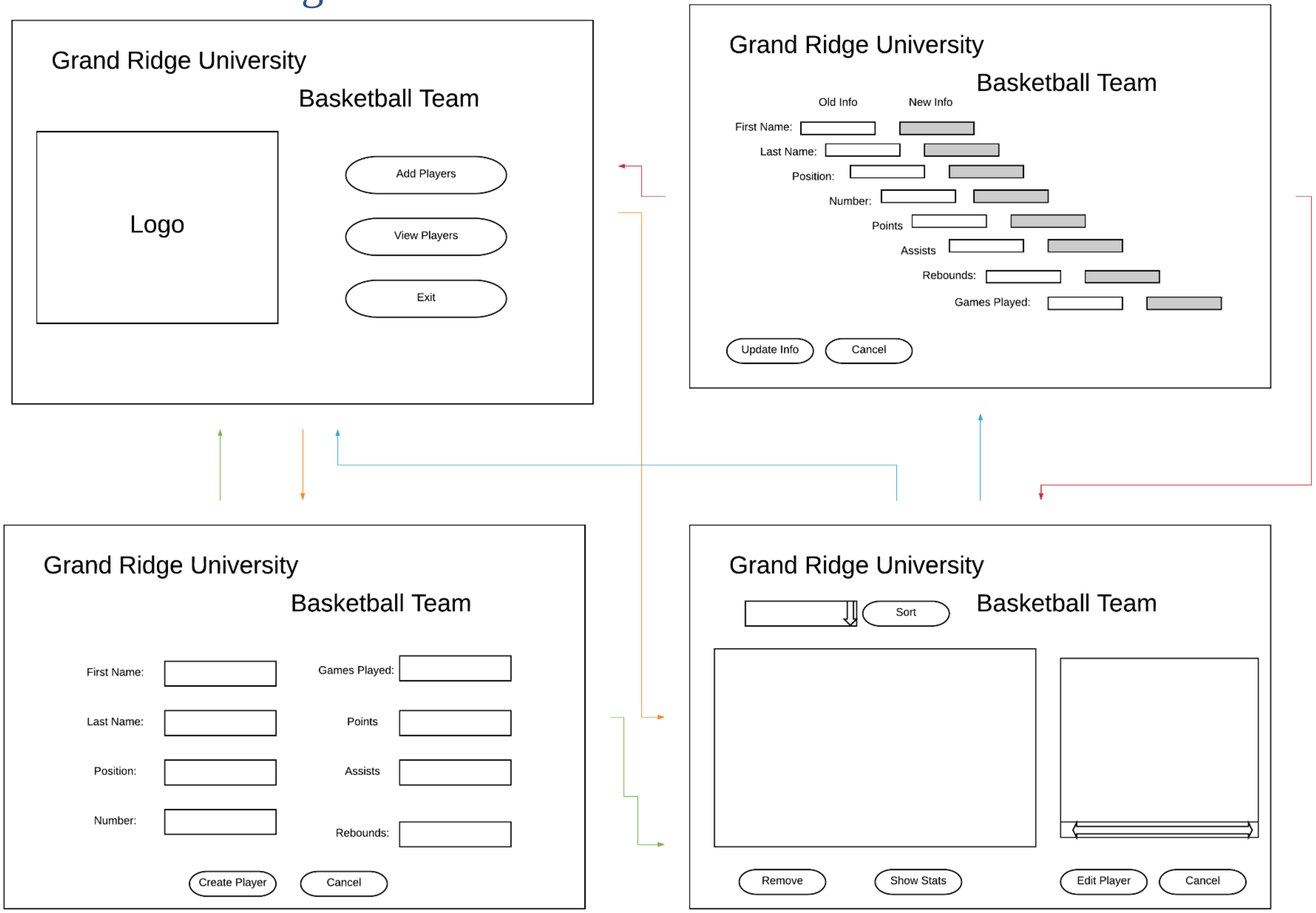
Test Plan

Test Plan	Nature of Test	Example
This application uses Graphical User Interface	Will open trough IDE and a new window of the program should pop up	Open with NetBeans IDE and a new window should pop up with the program
Checks that the application allows the user to add a player (enter the players name, position, jersey number, and their statistics)	After clicking on add player, a new panel should pop up and it allows the user to input information in the text fields.	Enter “Dylan Bell” as the name, “Guard” as position, “4” as his jersey number, number of games played is “35”, total points is “594”, total assists is “317” and total rebounds is “218”

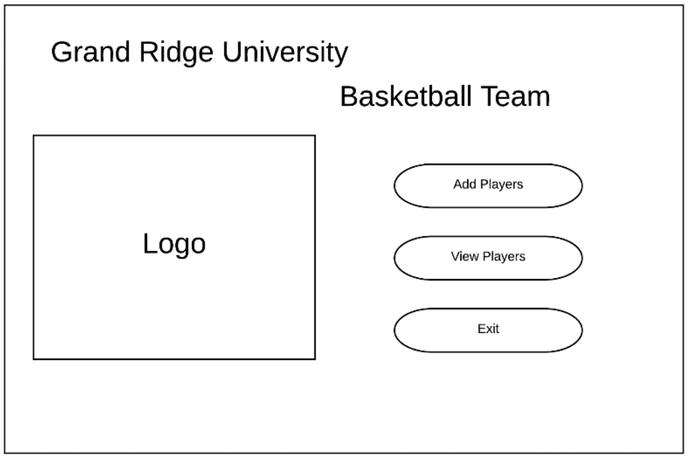
Checks that the application allows the user to sort it by jersey number, name, or position	In the start panel, click the view players button and a new panel will open up; click the sort dropdown menu which allows the user to sort in different ways	Click the sort button which is a dropdown menu which then allows the user to sort the player by their name, jersey number, or position
Checks that the program can successfully calculate the players seasonal average	In the view players panel, click the players name and then click the show statistics button and on the right side it will display the players information and stats	Create a player and enter 35 games played, 594 points, 317 assists, and 218 rebounds; after adding the player, view the player’s stats and the stats should be displayed as 17 PPG, 9.1 APG, and 6.2 RPG.
Checks that the user is able to view previous information	If the user exits out the program and reopens it, it will show previous players that have not been deleted	If the user exits the window and closes the program, they can re-run it and all the previous information will be saved
Checks that the user is able to edit previous information	In the view player panel, the user can click on the player and then click the edit player button which allows the user to update any information	After creating the player “Dylan Bell,” after clicking the view player button, the user will be able to go in and edit that players information
Checks that the user can update previous statistics of the player	After inputting all the updated information, the user must click the update info button and a message will appear that it was successfully updated	After inputting “Dylan Bells” information, click the updated info button which then update the info and then successfully updates the players statistics
Checks that the user is able to delete previous players	In the view players panel, the user can click the players name and then click the remove button which then deletes the player and their information	Click on the created player “Dylan Bell” and then click the remove button which then successfully deletes the player
Checks that the user can successfully exit out of the program and save all of the information	Once returning to the main panel, the user can click the exit button which will close the window, and if reopened all the previous information will be saved	The user creates a player and then exits the program, the user should be able to successfully run it again and the information should be saved and should be able to be viewed when reopened

Test Plan Word Count: 571

GUI Design Panel Flowchart

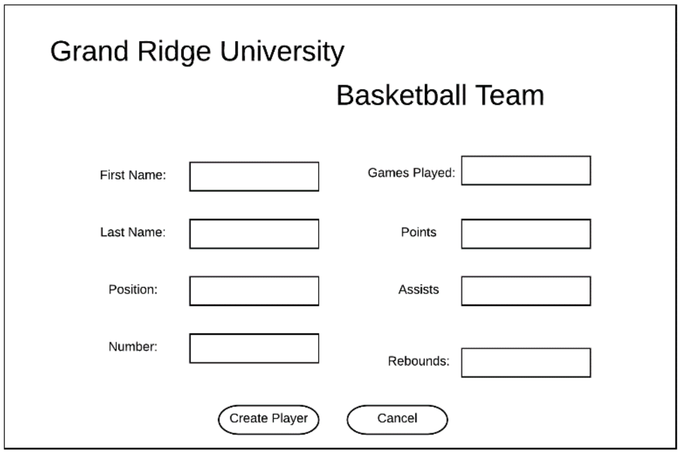


GUI Class Panel



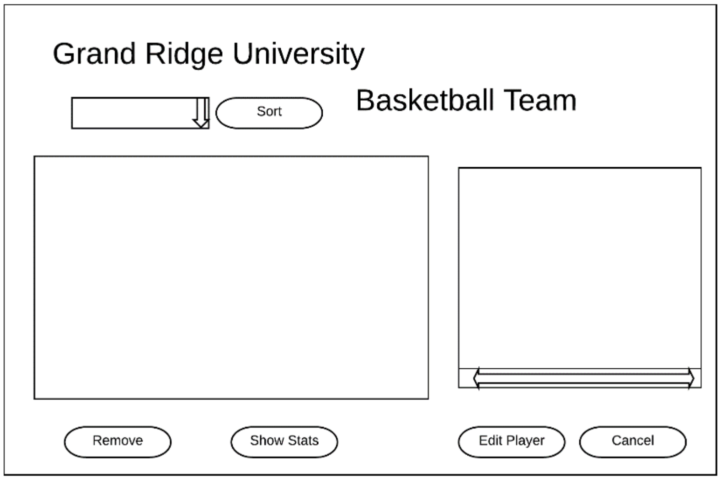
Start Menu Panel:

- Clicking “Add Players” button open a new panel which allows the user to create a new player
- Clicking “View Players” opens a new panel and allows the user to view existing players
- Clicking “Exit” will exit the application



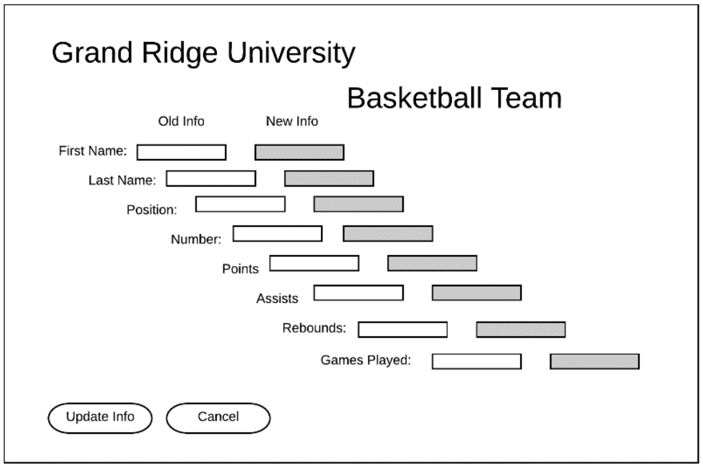
Add Players Panel:

- Input all text fields that corresponds which the information given
- Clicking “Create Player” creates the player and shows a successful creation message
- Clicking “Cancel” will return to the start panel
- Error should be handled with an Error Message



View Players Panel:

- The sort dropdown menus will allow the user to sort it by name, jersey number, and position and then clicking “Sort” will sort by the option the user chose.
- Clicking “Remove” will remove a player
- Clicking a player’s name a the clicked “Show Stats” will view the players info
- Clicking “Edit Player” will open a new panel which allows the user to edit any previous player.
- Clicking “Cancel” will return to the Start Frame Panel.



Update Info Panel:

- Input new information about the player the user would like to edit
- Clicking “Update Info” will show a successful update message and will return to back to the View Players Panel
- Clicking “Cancel” will return back to the View Players Panel

Players Class

Variable Name	Data Type	Description
fName	String	Input from the user; enter the first name of the player
LName	String	Input from the user; enter the last name of the user
jerseyNumber	Int	Input from the user; ienter the jersey number of the player
Position	Int	Input from the user; enter the position of the player
totalGames	Int	Input from the user; enter the total games played by the player
Points	Int	Input from the user; enter the total points scored by the player
assists	Int	Input from the user; enter the total assists by the player
rebounds	Int	Input from the user; enter the total rebounds by the player

Method Name	Parameters	Return Type	Description
Player	(String f, String l, int totalg, int jN, int re, int as, String pos, int pt)	String	Creates a player based on the input of the user and adds the player to another class

startFrame Class

Variable Name	Data Type	Description
pl	String	Total number players that were created

Method Name	Parameters	Return Type	Description
startFrame	none	void	Reads from the file
File	none	void	Creates a file when the user exits the program and it will output to a file and all information will be saved.

viewPlayers Class

Variable Name	Data Type	Description
seeing	String	Array of the number of players created
playerList	String	Array of the list of all the players that were created

Method Name	Parameters	Return Type	Description
ViewPlayers	(Player[] fat)	String	Checks if the players are created, if not found than it doesn't show up
seeList	none	Void	Traverses through an array that hold that class and view all the created players

newPlayer Class

Variable Name	Data Type	Description
list	String	An array of the all the players and their statistics

Method Name	Parameters	Return Type	Description
newPlayer	None	String	A string in that class that shows if the player has been created
newPlayer	(Player[] pl)	String	To create a player to the application

updateInfo Class

Variable Name	Data Type	Description
Ppl	String	Returns true if all text fields were inputted
temp	int	Returns false with an error handle message if all text fields are not inputted

Method Name	Parameters	Return Type	Description
updateInfo	None	String	Takes existing players and then allows the user to edit them
updateInfo	(Player[] p, Player t)	string	Takes past players and updates the information

Method Plan: 372 Words