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Required Elements:

1. Object oriented elements that you write the code for:
2. Classes.

AboutController.java, BasicCharController.java

1. Subclasses.

AdvancedCharController.java

1. At least one abstract class

Switchable.java

1. At least one Interface

Character.java

1. Code elements that you utilize:
2. One or more collection classes.

Hashmap for holding controllers in Switchable.java line 22

Arraylist for holding character options in BasicCharController.java on line 74

1. Exception Handling.

Try-catch located startin on line 154 of BasicCharController.java

Also located on line 30 of Switchable.java

1. The application must have a clearly defined model (as in the M in MVC).

Views are the fxml files, Controllers are the “Controller” files, and model is Tjn2zfCharacter.java

1. The UI must utilize multiple scenes and at least one of the scenes will have the contents of the scene graph changed based on the application state.

3 scenes: About.fxml, AdvancedChar.fxml, and BasicChar.fxml

AdvancedChar.fxml and BasicChar.fxml both have an “add” button that dynamically appears once all forms have been filled

1. There must be a way to access “About” information that includes information about you and the application.

About can be accessed by clicking About-> About in the menu bar

1. The application must save data and load data. The target for saving/loading data can be files, a network service, and/or a database.

The application can open and save text files. It displays them in the textarea on screen. Code is located on lines 137 and 187 of BasicCharController.java