

Class Diagram to Source Code Project

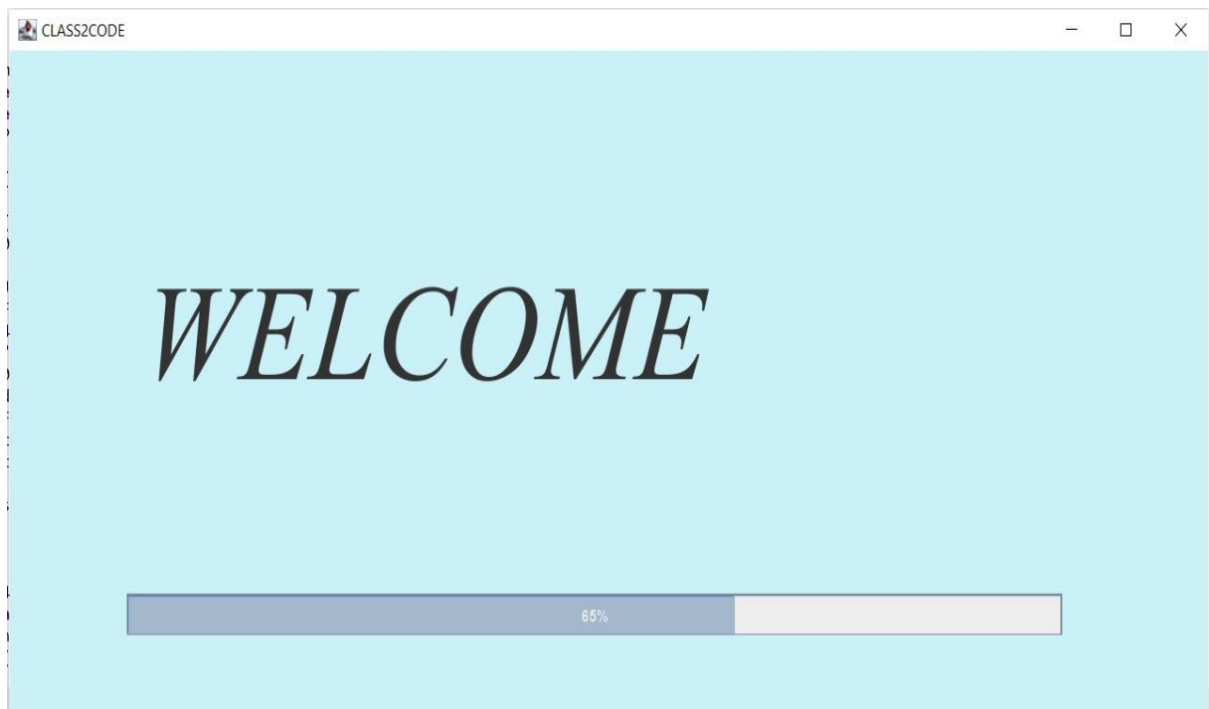
Assignment 4-Prototyping With GUI

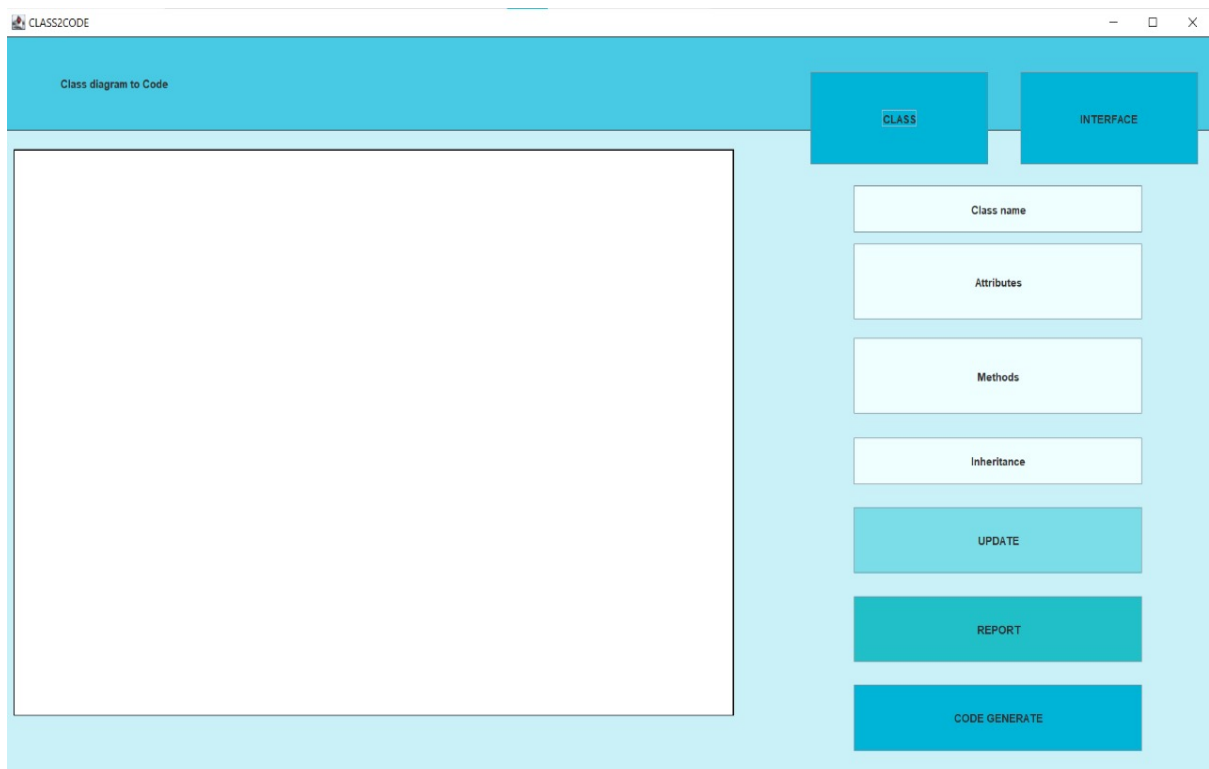
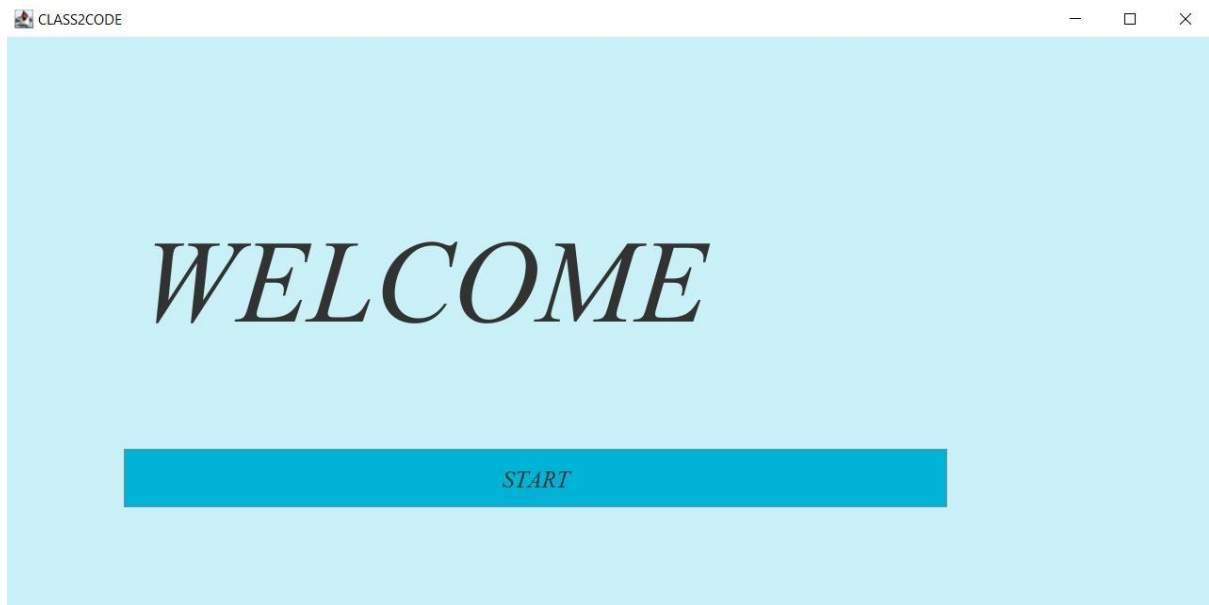
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Module 1:Blank Canvas





The first module starts with a welcome/ loading screen followed by the main GUI setup which comprises of a blank canvas along with the different button options to enable users to create the class diagrams, report issues and generate code from the class diagram they create. Only the class button , update button and report button has been implemented.

Module 2: Canvas with classes

The screenshot shows the CLASS2CODE application window. The title bar reads "CLASS2CODE". The main header is "Class diagram to Code". On the right, there are two buttons: "CLASS" and "INTERFACE". Below these are four empty text input fields. Further down are four buttons: "Inheritance", "UPDATE", "REPORT", and "CODE GENERATE". The main canvas on the left is empty.

Clicking on the class button provided fields to enter text instead of the class name, methods and attributes labels in the blank canvas. User can enter the respective info in these fields.

The screenshot shows the CLASS2CODE application window after clicking the "CLASS" button. The title bar reads "CLASS2CODE". The main header is "Class diagram to Code". On the right, there are two buttons: "CLASS" and "INTERFACE". Below these are four text input fields containing the following text: "Animal", "+age : Int", "+gender: String", and "+price : Double". Further down are four buttons: "Inheritance", "UPDATE", "REPORT", and "CODE GENERATE". The main canvas on the left is empty.

After entering the information in the fields , the update button is clicked which adds the class to the canvas space as a class diagram structure. This also brings back the class name, methods and attributes labels. The class button can be clicked again and process repeated to add more classes to the canvas.

Module 3: Report a Complain

On clicking the report button on the canvas a new frame opens consisting of a text area and a submit button. User can enter their complaint in the text area. Submit button – clicking it enters the complaint entered by the user into a which contains all the previous complaints with the software as well. It also closes the report frame and return to the main canvas.



The complaint document can be opened and the admin can address these issues in future iterations of the software update.