SC2002

SDDA: GROUP 3

Overview

- Built using Model-View-Controller (MVC) for separation of concerns.
- Model layer: User, Project, Application, Enquiry classes.
- View layer: CLI interfaces; Controller logic in utility/menu handlers.
- Design guided by OOP and SOLID principles for modularity.
- Abstract User class and polymorphism used for role management.
- Interfaces and enums not used, but system is designed to support them.

Assumptions made

- Users initialized from .csv files with default passwords.
- Users understand role-specific features (minimal UI guidance).
- Officers/Managers can only register if not already assigned.
- Sequential processing assumed (no concurrency).
- Visibility toggling affects listings, not access to prior applications.

Object-oriented programming principles

Abstraction:

```
class User {
   private String name;
   private String nric;
   private int age;
   private String maritalStatus;
   private String password;
   private String role;
   private String filter;
   public User(String name, String nric, int age, String maritalStatus, String password, String role, String filter) {
       this.name = name;
       this.nric = nric;
       this.age - age;
       this.maritalStatus - maritalStatus;
       this.password = password;
       this.role = role;
       this.filter = filter;
   public String getName() { return name; }
   public String getNric() { return nric; }
   public int getAge() { return age; }
   public String getMaritalStatus() { return maritalStatus; }
   public String getPassword() { return password; }
   public String getRole() { return role; }
```

Object-oriented programming principles

Encapsulation:

```
public String getName() { return name; }
public String getNric() { return nric; }
public int getAge() { return age; }
public String getMaritalStatus() { return maritalStatus; }
public String getPassword() { return password; }
public String getRole() { return role; }
```

Object-oriented programming principles

Inheritance:

```
class Applicant extends User {
* Class representing officer type user in the system
class Officer extends User {
* Class representing Manager type user in the system
class Manager extends User {
  Class representing project in the system
```

Object-Oriented Programming principles

Polymorphism:

Application of SOLID principles

- Single Responsibility Principle (SRP)
- Open-Closed Principle (OCP)
- Liskov Substitution Principle (LSP)