A1: Analyzing the Problem

Introduction:

Mr. Buskey is a math teacher and the Boy's Lacrosse Coach at Gar-Field. As a coach, he is required to keep track of records on the team and the players, currently through a manual log. After approaching Mr. Buskey, offering to create a program to help automate his record keeping, he explained that he could use help in automating the process of tracking padlocks he assigns to players every season for their lockers.

Every player on athletic teams assigned a team locker room is given a padlock for their locker in that locker room. The coach is required to track these padlocks, including information on which player it is assigned to, which locker that player uses, etc.

He would like an automated solution to this problem to help expedite the assignment of locks, and allow him more time to coach. Mr. Buskey wishes to be able to enter the information quickly, sort it, and search through it. If a database does indeed make this process more efficient for him, he plans to share it with other coaches. Though he plans to share the program with other staff, he would prefer to have the program made to primarily his specifications.

Information Gathering

I conducted an interview with Mr. Buskey, discussing both general, and more specific, information about his needs and desires for the program. New concerns and requirements raised by comments in the prototyping phase are also included.

Also, I collected a sample of the current system's data, and compiled examples of current solutions to database type problems.

Interview #1:

- Q: Please describe your problem in your own words
- A: I need a database where I can take all of these locks that I have and save them. This will include the lock number and combination. The lock number and combination will stay the same from season to season, but the player will not.

What else I need, is to be able to enter a lock number, and to have the information about that lock displayed. It doesn't matter to me how that information is displayed, either one at a time or as a table.

- Q: How do you currently deal with this information?
- A: I, and every other coach, literally open a book up, look at the lock number, and go through the book to find that listing, find the combination, and write in the player name.

 I went a step further and entered that data into an excel spreadsheet.
- Q: Do you have any sample data?
- A: Yes, I have some excel spreadsheets I made based on the data from the book last year.
- Q: What format will the data be in?
- A: Combinations: 3 pairs of 2 digit numbers
 - Lock Numbers: 5 or 6 digit numbers
- Q: What sort of processing will be needed for the data?
- A: I want to be able to sort and search through it so that I can print a particular set of locks.
- Q: What kind of editing is done after having entered the information the first time?
- A: Very little.
- Q: Will there be multiple users of this program?

- A: Yes, myself and other coaches.
- Q: Will there be a need to track who makes an edit to the database?
- A: Yes, a log would be nice.
- Q: How could the data be stored? In a central location, a local file on each user's computer, or shared by email?
- A: We would store it on the I-drive[the school server]
- Q: Just to make sure, this would be for a Windows computer?
- A: Yes. Though just so that you know, we're shifting to Windows 7.
- Q: What data fields will you need for each lock?
- A: The lock number, combination, locker number, player name, and sport/team they belong to.
- Q: Would the ability to add fields in the use of this program be helpful?
- A: If that's possible, then yes.
- Q: Are there any security concerns that should be considered?
- A: No, not really.
- Q: Are back-ups of the data important to you?
- A: The I-drive is automatically backed up by the school.
- Q: Is there any need to access archived records, such as for past seasons?
- A: No, I would like to just be able to delete the player information. I don't care about who had the lock, only who has it.

Notable Prototype Comments:

- I plan to only use one file, and won't need the ability to change the file location.
- I don't plan to sort by individual fields too much as by lock number, and which locks are unreturned however, so I'd like the option to sort by 'returned' locks.
- I'd need the ability to add [teams options] as well

Further Prototype Discussion:

- Q: So, you've changed your mind about security?
- A: Yes, as you brought up, students aren't very friendly to files they find on the server.
- Q: Alright. Well, what I had in mind was that I would label the file as something inconspicuous, other than 'padlocks,' and that it would use a simple cipher.
- A: That sounds good. What do you mean by simply exactly? And also, I think that we'll need to implement a password in that case.
- Q: I'll make sure to include the password, yes. And for the cipher, I'm thinking something to keep a student from being able to discern what the file actually says, but by no means military grade.
- A: That sounds reasonable.
- Q: Also, with the sort function, you asked that there be an option to sort by 'returned'?
- A: Yes
- Q: How would you like that to be determined? By when the 'delete' function is used?
- A: Yes, definitely. But also, perhaps after finishing editing, I'd like it to check whether all fields are blank, and if so, mark the lock as returned.

Current System: An excel spreadsheet.

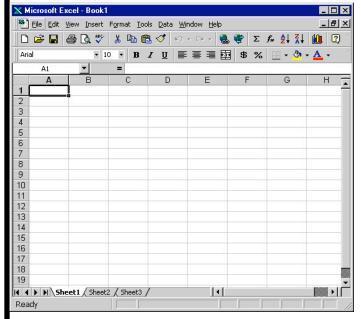
					ø
		,			
			Locker		
Last Name	First Name	Locker	number	Combination	Initial
			10209	14-24-18	
			10129	10-12-6	
			84155	25-32-25	
			10825	39-1-35	
			10878	21-23-5	
				38-12-18	
				26-8-2	
				28-30-8	
				0-10-28	
				18-24-14	
				36-10-20	
				6-24-38	
				8-18-4	
				0-18-36	
				4-6-36	
				16-38-12	
				14-32-10	
				30-8-38	
				20-26-16	
				28-30-36	
				26-28-34	
				22-36-2	
				14-32-22	
				36-22-12	
				10-32-18 19-25-35	
				34-16-22	
				26-32-26	
				2-24-18	
				36-22-8	
				24-6-16	
				7-17-35	
				14-0-10	
			14030	10-16-26	

Analysis of Current System:

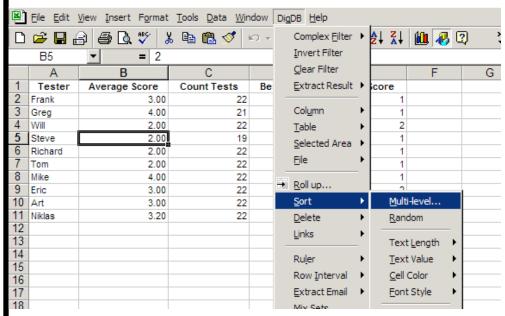
- Fields needed include the last name, first name, locker number, lock number, combination, and the ability for a user to "initial" their entry
- The old data was indeed erased as locks were returned. However, the lock number and combination were retained.

Current Solutions:

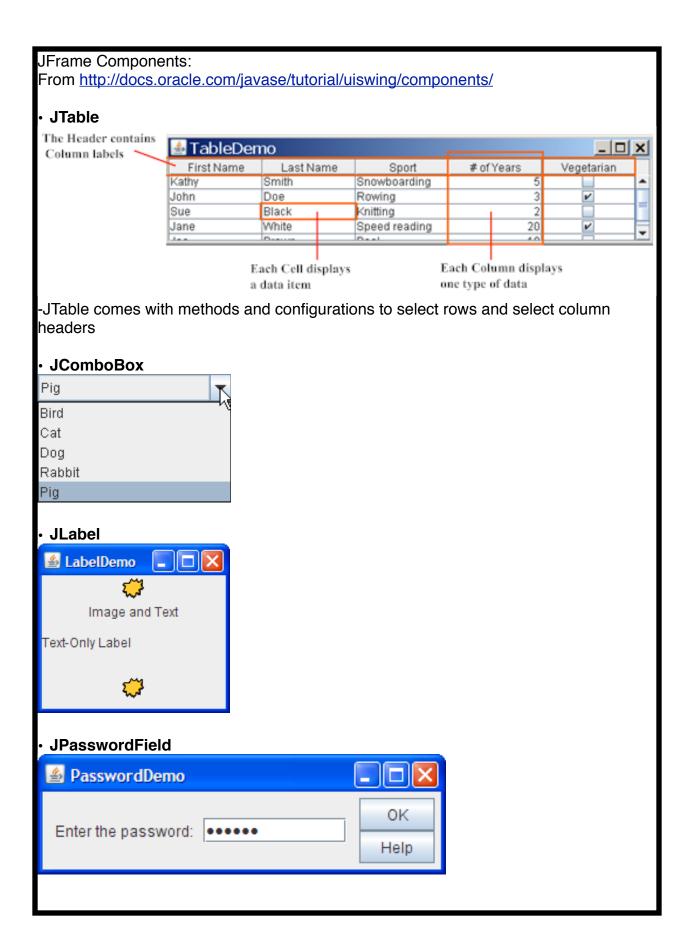
Microsoft Excel:

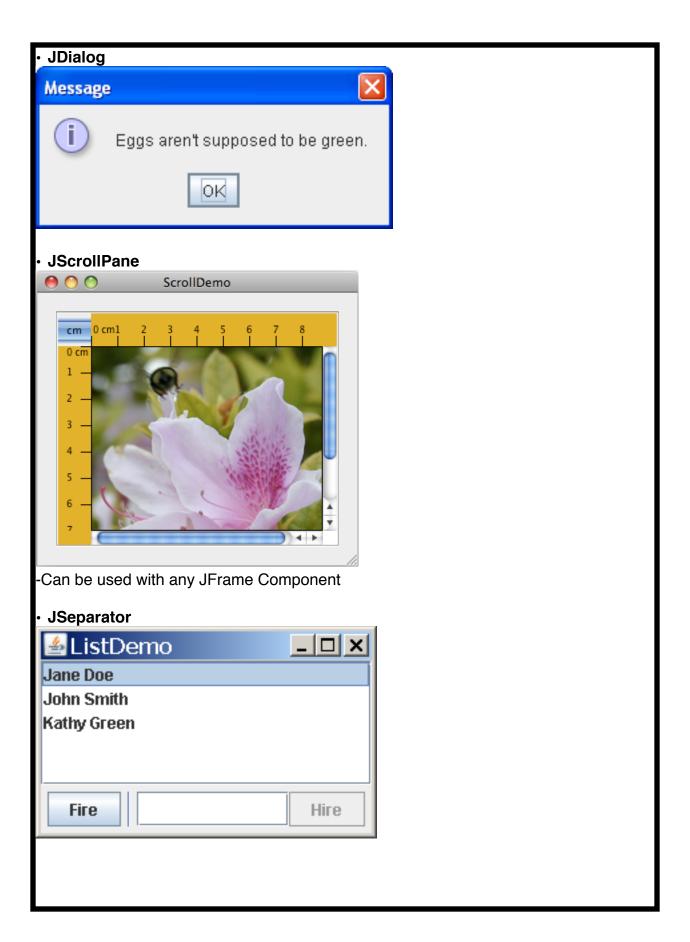


http://homepage.cs.uri.edu/tutorials/csc101/pc/excel97/excel.html



http://www.digdb.com/excel_add_ins/sort_multiple_levels/





Analysis of Current Solutions:

- In excel, I most like the ability to sort a column with one click at the top of the column
- My biggest problem with Excel is that it is not personalized for a particular problem, but rather it is a large program with bulky inputs
- The JFrame components can be used to incorporate both the column sort, and the personalization that I want.
- I would like to incorporate many of these JFrame components into the end program as a means to input data, and view output.

Input/Output:

IO Chart:

Input	Output		
Username & Password	A cipher protected database file		
Sort Key	A plain text log of edits		
Search Key	Sorted Listing of Padlocks		
New Lock Information	Searchable Padlock Information		
Edited Lock Information	Customizable Padlock Information		
Command to Delete a Lock, Field, or Team	Editable Padlock Database		
New Field Names			
Team Options			
New Password			
The Above, from a file			
Log Information From a File			

Notes:

- A single file can be used, in the same location as the program
- Lock number, combination, name of player, locker number, and team are default fields. A 'returned' value will also need to be set. In addition, user defined field data will be recorded
- An option to delete all lock information, except lock number and combination, will be needed
- Lock numbers, combinations, and locker numbers could be of any data type, including alphanumeric

A2: Criteria For Success

Criteria for Success:

- I. Ability to validate password, and edit that password
- II. Cipher Protected database file
- III. Maintain an Edit Log, and corresponding file
- IV. Ability to Sort Padlocks by various attributes
- V. Ability to Search Padlocks by various attributes for a given key value
- VI. Ability to define user attributes for Padlocks
- VII. Ability to define team options

VIII. Ability to maintain a database of Padlocks

A. Database

- 1. Add Lock
- 2. Delete Lock Including the ability to clear all information but number and combination
- 3. Edit Lock Information
- 4. Access Lock Data

B. Padlocks

- 1. Lock number, combination, name of player, locker number, team
- 2. 'returned' value set automatically
- 3. User defined field data

Security:

Security of the file is a concern. To protect the database file, it will be named something inconspicuous, such as "file.txt" or "data.in". This file will be written and read according to a simple cipher to prevent unauthorized user from reading the data. Also, a password will be needed to protect the program from being used by anybody to decrypt the file. This password will be common among all users. It will be changeable.

Back-ups will be performed automatically by the storage system, and so will not be the responsibility of the program.

Performance:

All processes in this project are planned to be online. No significant delays are expected, nor are they a concern beyond for effective usability.

Scope and Limitations:

Scope Issues:

- The user and the file system will be responsible for backing-up the database
- The program will not be capable of opening archive versions of data, only the particular database it maintains at the time
- The users will have to communicate to prevent simultaneous editing. The program will not support collaborative editing
- The program will not validate usernames, but instead only record the names given. It will be assumed that a person with the password can be trusted to input their username honestly

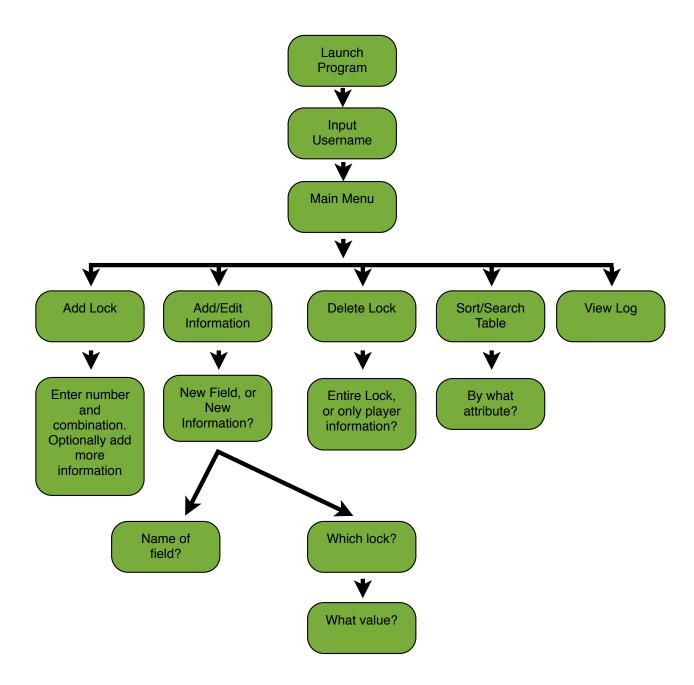
• The program will not clear the log automatically, it will be the responsibility of the user to periodically delete it, such as at the end of every season.

<u>Limitations of the Program:</u>

- It will be assumed that the program and data files exist in the same location
- Any corruption of the data will be uncorrectable by the program.
- Certain characters must be restricted from input to allow for delimiters in file
- Locks may not have the same lock number as another
- The backslash character '\' will be illegal in user input, due to file delimiting needs. The use of a forward slash '/' will be encouraged in its place.

A3: Prototyping

Initial Design:

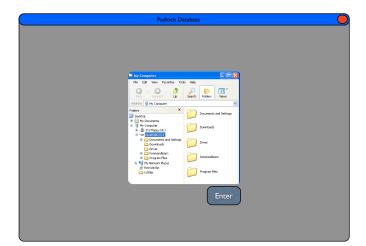


Prototype:



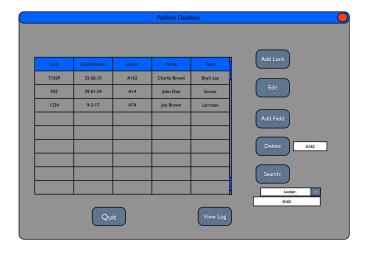
Comments:

I plan to only use one file, and won't need the ability to change the file location.



Comments:

This pane wouldn't be needed



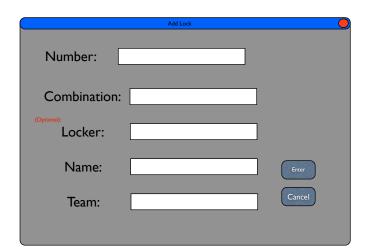
Comments:

User: Could you explain how the sort control works?

Me: I plan to have it possible to simply click on the column header. If that's not possible, I would add a button and drop down menu.
User: I think that sounds workable. I don't plan to sort by individual fields too much as by lock number, and

which locks are unreturned however,

so I'd like the option to sort by 'returned' locks.



Comments:

User: Could we make the team field

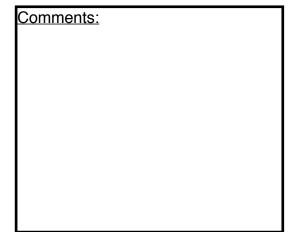
a drop down menu?

Me: Yes. What options would you

like there to be?

User: To start with, all of the school's teams, both boy's and girl's. But I'd need the ability to add fields as well.







Comments:

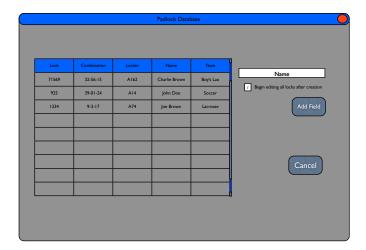
User: Do I need to type in which lock

I'm editing?

Me: I plan on being able to simply

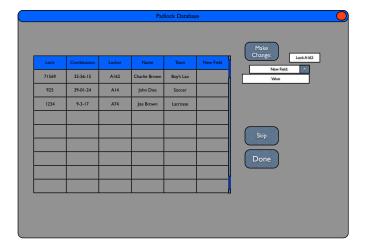
select a row.

User: That's great

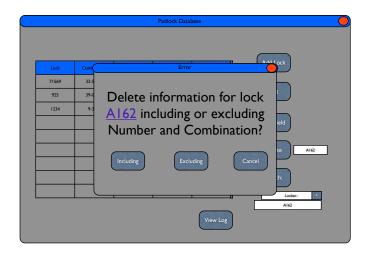


Comments:

Make sure to add a way to delete those new columns when needed







Comments:

Okay... I'd like the wording to be a little more simple. Also, if the coach were to select to "delete all lock information," I'd like a confirmation window to come up.