TIPP TRAINER

A Tipp Trainer program
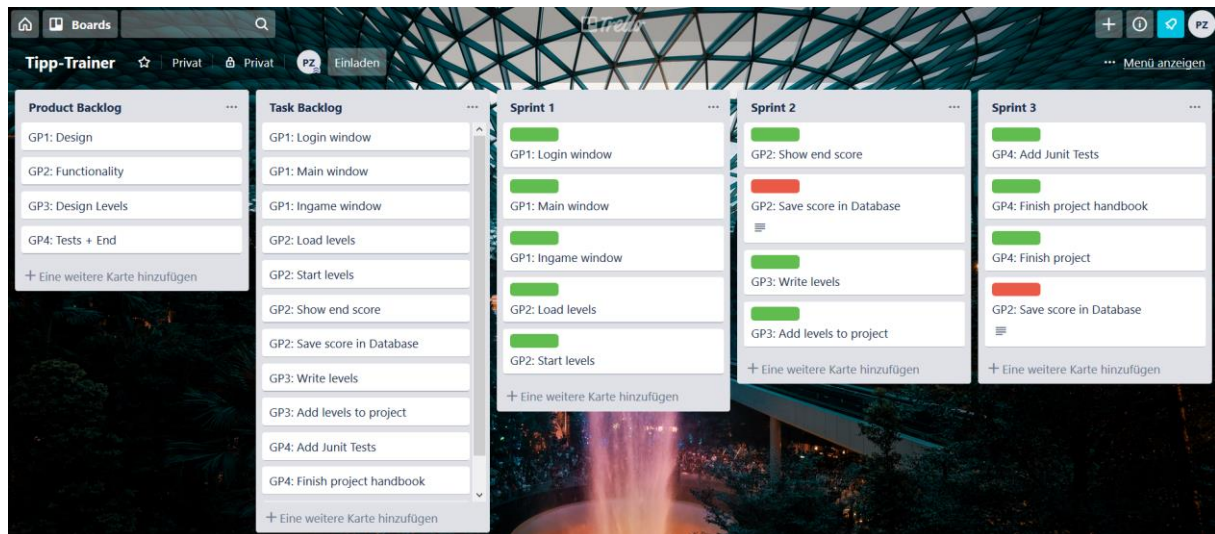
Zwetti Patrick

3BHIF

Project Application
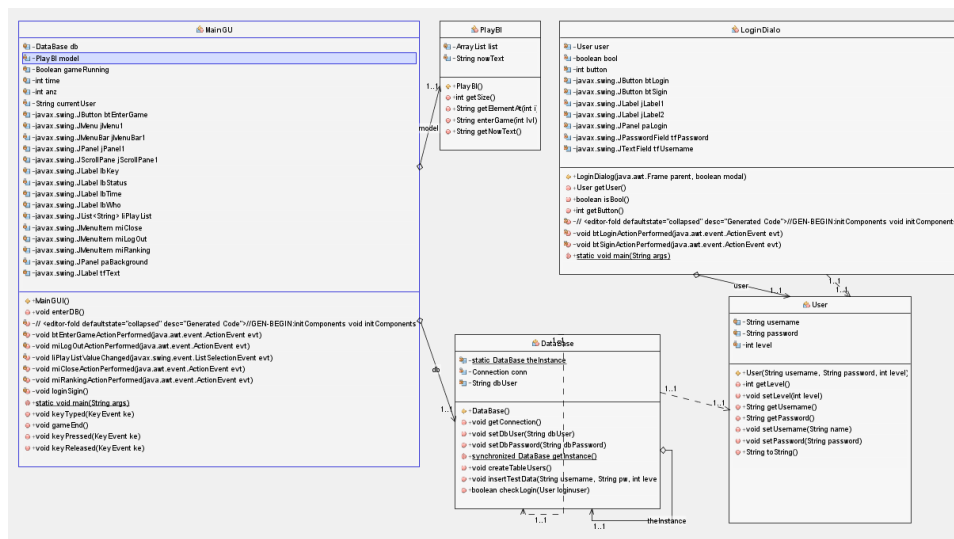
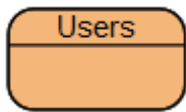| Project title:	Tipp trainer
Project:	IT-Project
Project manager:	Zwetti Patrick
Project owner:	DI Gernot Loibner
Project duration:	start:　　　　　　29.04.2019 end:　　　　　　　27.05.2019
Benefit from the perspective of the user	User learns to tip faster on keyboard. User can level up to play harder levels. Every user has his own account, where his results are saved.
Targets:	**Partial goals:**　　　**Results:** show scores　　　• User knows if he gets better different levels　　• Level for noobs and pros show helps　　　　• Helps user to get better save account in DB　• Accounts are saved in DB
Milestones:	**Milestones:**　　　　　**Date:** Design…finished　　　　1. week Functionality…finished　　2. week Tests…finished　　　　　3. week Project…finished　　　　4. week
Constraintsund	Export/Import, Database, Additional technologies, GUI-Elements

Project description (technically)

Scrum planning

Class Description

JavaDoc placed in dist folder!

Database Description

Statements:

```java
public void createTableUsers() throws Exception {

    /**
     * User Table gets created Columns: Username, Password, Level
     */
    String sql = "CREATE TABLE IF NOT EXISTS Users"
            + "("
            + "    Username character varying NOT NULL PRIMARY KEY,"
            + "    Password character varying,"
            + "    Level integer"
            + ")";

    Statement stat = conn.createStatement();
    stat.executeUpdate(sql);

}
```
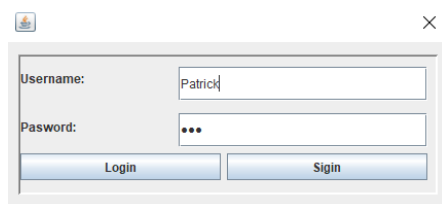
Project description (user manual)
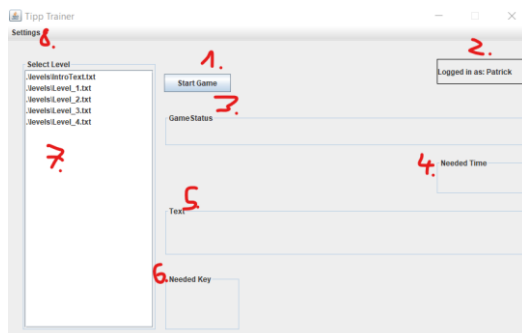
If the program gets started these two windows come.

The first is for the username of the DB and the second is for the DB password.
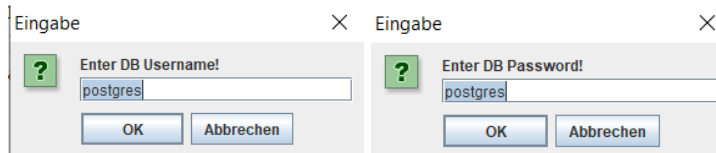
After a sucessful connection the Login Dialog gets opened. If you are already registert you can login with your data. If not, you have to register with a new Username.

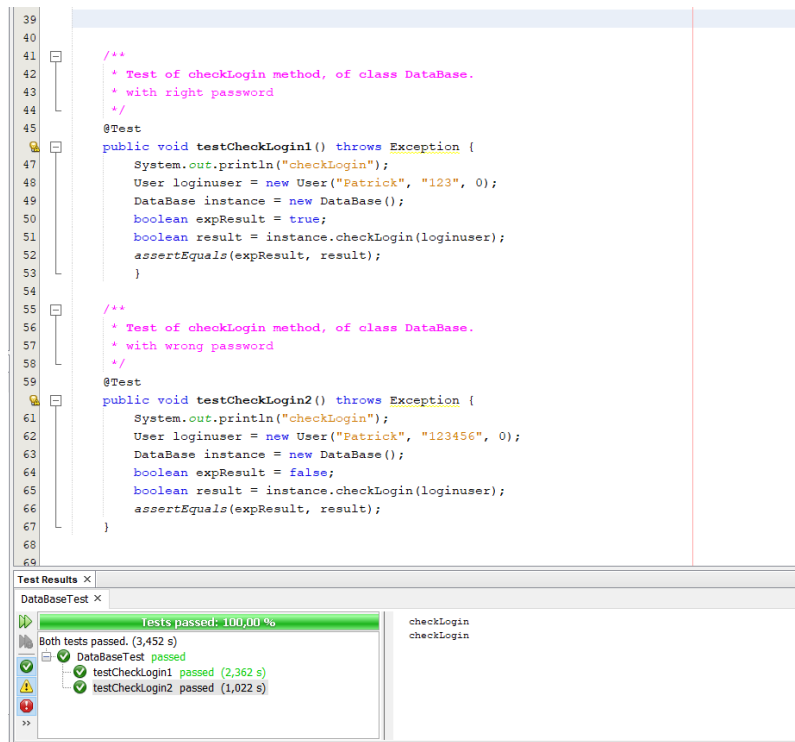If the login was successfully the main window opens.

1. To start the game.
2. Shows how is logged in
3. Show the game status. (Game selected/ Game running/ Game finished)
4. Show the time you need for a level
5. Shows the Text you must tip.
6. Shows the next needed Key. (Green-> if you press the right key, else -> red)
7. The list of Levels where you can choose.
8. The settings-menu.
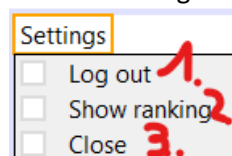
1. Here you can log out and get back to the login dialog.
2. Show ranking. (Not implemented yet!)
3. Close the program.

Project Tests and GIT

```
39
40
41    /**
42     * Test of checkLogin method, of class DataBase.
43     * with right password
44     */
45    @Test
46    public void testCheckLogin1() throws Exception {
47        System.out.println("checkLogin");
48        User loginuser = new User("Patrick", "123", 0);
49        DataBase instance = new DataBase();
50        boolean expResult = true;
51        boolean result = instance.checkLogin(loginuser);
52        assertEquals(expResult, result);
53    }
54
55    /**
56     * Test of checkLogin method, of class DataBase.
57     * with wrong password
58     */
59    @Test
60    public void testCheckLogin2() throws Exception {
61        System.out.println("checkLogin");
62        User loginuser = new User("Patrick", "123456", 0);
63        DataBase instance = new DataBase();
64        boolean expResult = false;
65        boolean result = instance.checkLogin(loginuser);
66        assertEquals(expResult, result);
67    }
68
69
```

```
Test Results ×
DataBaseTest ×
          Tests passed: 100,00 %                    checkLogin
Both tests passed. (3,452 s)                        checkLogin
  DataBaseTest  passed
     testCheckLogin1  passed  (2,362 s)
     testCheckLogin2  passed  (1,022 s)
```

Test 1: Enters wrong DB User or password.
Error Message comes and
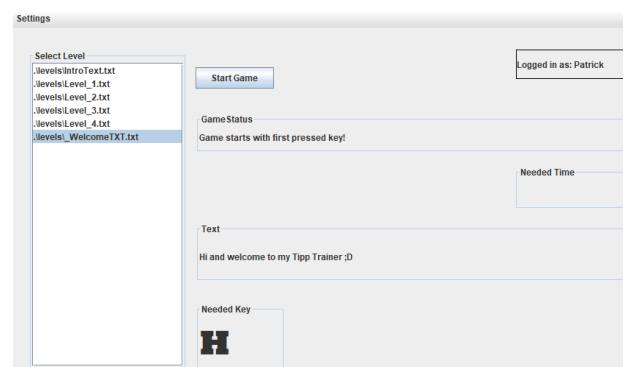Connections-Dialog opens again!

Meldung ✕
ⓘ Connection to the DB failed! Pls try again!
OK

Test 2: Enters wrong Username or password when he tries to login.
Error Message comes and Login-Dialog opens again!

Meldung ✕
ⓘ Username or Password incorrect!
OK
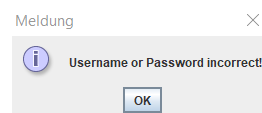
Test 3: Enters wrong key while he is playing.
The needed key gets colored red!
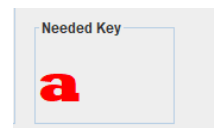
Needed Key
a

Test 4: Game gets started.
Status changes to "Game starts with first pressed key"!
Text gets shown in the text field!
First needed key gets showed!

Settings
Select Level   Logged in as: Patrick
.\levels\IntroText.txt   Start Game
.\levels\Level_1.txt
.\levels\Level_2.txt
.\levels\Level_3.txt   GameStatus
.\levels\Level_4.txt
.\levels_WelcomeTXT.txt   Game starts with first pressed key!
                                                               Needed Time

                               Text
                               Hi and welcome to my Tipp Trainer ;D

                               Needed Key
                               H

Git History

✔ master 🖐️ 🖥️ —	More levels were added!	
	JUnit Tests added!	12 hours ago
	UML and JavaDoc created!	yesterday
	Dialog for DB-Access added!	
	Java Doc added to Database!	3 days ago
	Java Doc added to User!	
	Java Doc added to LoginDialog!	
	Java Doc added to BL	
	Java Doc added to main class!	
	Log out Button added!	
	Close Button added !	
	User can login with his Username and Password!	
	Text gets showed right in Label!	
	User Input gets compared with the text !	
	Training Texts added	
	Database added	
	Project Folder added	a week ago
	Files added!	
	Initial commit	