

Assignment 2

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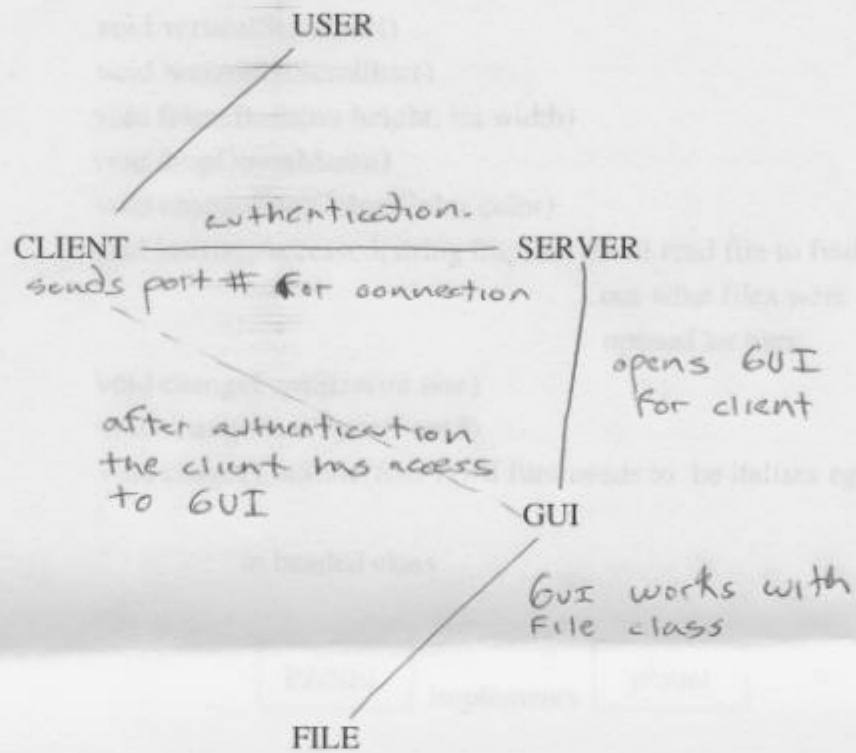
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MAIN OUTLINE



GUI

has a

```
void verticalScrollbar()  
void horizontalScrollbar()  
void frameBuilt(int height, int width)  
void dropDownMenu()  
void changeFontColor(Color color)  
void lastfilesAccessed(string tmpfile) //will read file to find  
                                         out what files were  
                                         opened by user  
void changeFontSize(int size)  
void changeFontType(Font f)  
void chageFontState(font f) //if font needs to be italises eg.
```

in beaded class

PANEL

implements

JPanel

has a

```
void initializPanel(graphics g)  
void initializeButtons() //italize buttons in frame such as  
                           save, cut, copy eg.
```

FILE

has a

```
boolean reachedMaxItem()
boolean readFromDisk(string file)
boolean storeToDisk(string file)
boolean verifyItem(int loc) //verifies if there is a valid
                             item in that location
void sortRecords(attribute x) /* Sorts the records on the
                               attribute like a spreadsheet
void replaceItem(int loc, Item n)
void removeItem(int loc)
void insertItem(int loc, Item n)
void sendNumItems(object n) //send complete array of
                             items to an internal
                             or external device
int searchItems(item [] n) //searches for the specific item(s)
                             in the file
String getFileType(string file)
```

ACCESS

has a

ArrayList getNumUsers ()

boolean isOpenedTwice(string path) //checks if file is
opened twice for
synchronization

boolean maxUsersAllowed()

boolean isUserAllowed(string usr, string passwd)

SERVER

extends ----->

FILE

has a

void doUsersCmd(string usr, string passwd)

void OpenFile(String file) //opens file for user

void waitforClientToCoonnect(int port) //infinite loop, will

wait for client

CLIENT

extends ----->

ACCESS

has a

void userLogOn(string host, int port, string user, int port)

void sendCommand(string cmd) //if authenticated then cl will

send request to server

int userLogOff(string host) //records cl's time elapsed in editor

, files accessed to perzonalize users

next logon