Criterion E: Evaluation

Evaluation of the product

The program implements every objective specified in the program criteria listed in Criterion A.

Success Criterion	Classes	Methods
Enter player names and their	WeightTraining	addPlayer()
current weight maxes for the 4	MaxDatabase	addPlayer(Player player)
basic lifts - power clean, squat,		
bench, and incline.		
View a list of all players in the	WeightTraining	viewAllPlayers()
database in alphabetical order.	MaxDatabase	sortPlayersByName()
	Player	getName()
		getClassification()
View a single player's weight	WeightTraining	searchForPlayer()
lifting data.	MaxDatabase	searchByName(String name)
Make changes to the maxes of all	WeightTraining	updatePlayers(),
players.	MaxDatabase	updateAllMaxes()
		getPlayers()
	Player	setBenchMax(int bench);
		<pre>setSquatMax(int squat);</pre>
		setInclineMax(int incline);
		<pre>setPowerMax(int power);</pre>
		toString();
Make changes to the maxes for a	WeightTraining	updatePlayers()
specific player.	MaxDatabase	searchByName(name)
	Player	setBenchMax(int bench);
		<pre>setSquatMax(int squat);</pre>
		setInclineMax(int incline);
		<pre>setPowerMax(int power);</pre>
		toString();
Printout workout cards for a single	WeightTraining	print()
player or the entire database of		printWeightLiftingProgram()
players that includes the number of	PrintWeightProgram	initTextLines()
reps and amount of weight they		print()
should be lifting for that week.	WeightLiftingProgram	calculateBench(int b, int w)
		calculateSquat(int s, int w)
		calculateIncline(int i, int w)
		calculatePowerClean(int pc, int
		w)
Printout a list of players organized	WeightTraining	print()
into groups of four according to	PrintGroups	initTextLines()
their bench press max.		print()
Use menu system that will allow	WeightTraining	mainMenu()
users to navigate the program		
simply by typing numbers.		

Include data validation so that	WeightTraining	validateIntegerInput(String
program does not crash if a user		prompt)
enters invalid data.		
Delete a single student or clear the	WeightTraining	delete()
entire database.	MaxDatabase	searchByName(String name)
		clearDatabase()
Include File I/O so that the data can	WeightTraining	saveDataFile()
be stored and reloaded into the	MaxDatabase	saveFile()
program each time it is launched.		readFile()
Make a backup file of the database	MaxDatabase	makeBackupFile()
each time the program is launched.		

When I showed the final product to my client Coach Scales he was very pleased. He wanted to start using it right away, so I created a batch file so that he could execute the program by clicking on its shortcut. I showed him where the backup file was located along with the instructions file I made that contained instructions for reverting to the backup file if the main data file became corrupted.

Recommendations for the future development of the product

When I asked my client if there was anything he would add or change about the program he said it might be easier to use if it were a GUI program. I do think selecting players from a list would be easier than having to type in the name each time. The program is structured using a model/view architecture so converting it to a GUI program would be fairly straightforward.

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