

Group Project Classes

Json package:

This package will contain all of the class related to the dictionary definitions, including loading/saving and the storage of definitions.

- **JsonProcessor** – Class that will handle the programs Json related work, including the loading/saving of the files.
- **WelshDictionary** – Class that will hold each words definition with all the necessary fields. The class methods also consists of getters/setters so these fields can be accessed by other parts of the program.

Self-Assessment package:

This package will contain all of the classes associated with the test systems including the question classes along with a generator class.

- **Test** - Abstract class that holds general information such as each questions possible answers and also the correct answer. This will be derived by the four question types.
- **SixMeaningTest** - Class for the six-meaning question.
- **WordMatchTest** - Class for the word definition matching question.
- **WordEnterTest**– Class for the word translation question.
- **TestGenerator** – Class responsible for generating a test for the user to carry out that will contain a randomised variety of questions.

JavaFx package:

This package will hold all of the program's main application method as well as the JavaFx related files and classes including the FXML files that specify how each screen will look and act, which can be loaded in as scenes.

- **Application** – Programs main class where the program will start from. This class will also hold the programs dictionary definitions.
- **SharedCodeController** – Abstract class that will hold all of the repeated information between controllers including common FXML elements that will be derived by the controllers. This could include the sliding menu options and user test scores.
- **ScreenSwitch** – Class that will handle the programs switching of JavaFX Scenes.
- **LaunchScreenController** – Controller class for the programs initial launch scene.
- **PracticeListScreenController** – Controller class for the programs practice list scene.
- **FlashcardScreenController** – Controller class for the program's flashcard scene.
- **TestSelectionScreenController** – Controller class for the programs test selection scene.
- **SixMeaningsTestScreenController** – Controller class for the six-meaning question scene.
- **WordEnterTestScreenController** – Controller class for the word translation question scene.
- **WordMatchTestScreenControler** – Controller class for the word matching question scene.
- **AddwordScreenController** – Controller class for programs the 'Add Word' scene.

Test package:

This package will contain all of the programs JUnit tests, will be updated once more is known about the tests.

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