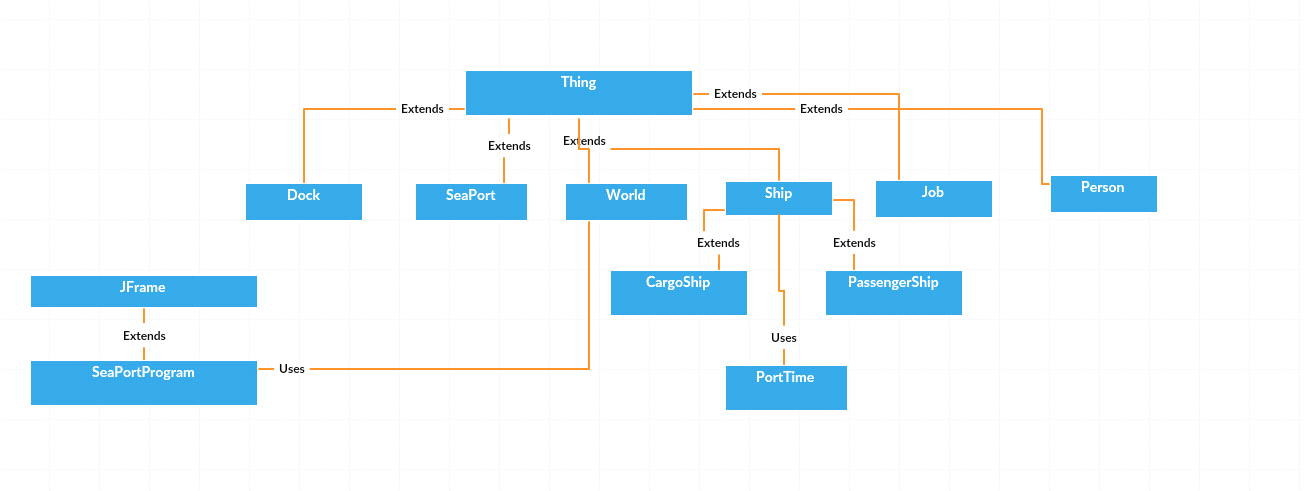
Class: CMIS 310

Student: George Kaviladze

Date: 06/06/2017

**UML Diagram**



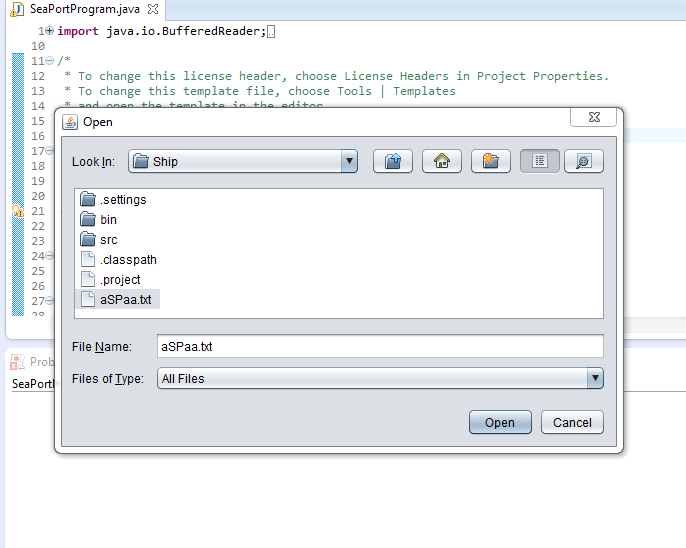
**Class Description:**

* SeaPortProgram : Main Program to launch he application
* Thing : It is the parent class of World, SeaPort, Dock, Ship
* World : It holds the list of ports and their time
* SeaPort: It stores the list of docks, que, ships and persons
* Dock: It uses the ship object
* Ship: It store the arrival, departure and the length, width, height and the drafts as well as the list of jobs
* PassengerShip: It holds the details like the number of occupied room, number of passengers, number of rooms in the ship
* CargoShip: it holds the details like the value of the cargo, volume of cargo and the weight of the cargo.
* Person : It holds the skill of the person
* Job: It holds the list of the requirements (skills) required and the duration of the job.
* PortTime: It holds the time.

**User Guide**:

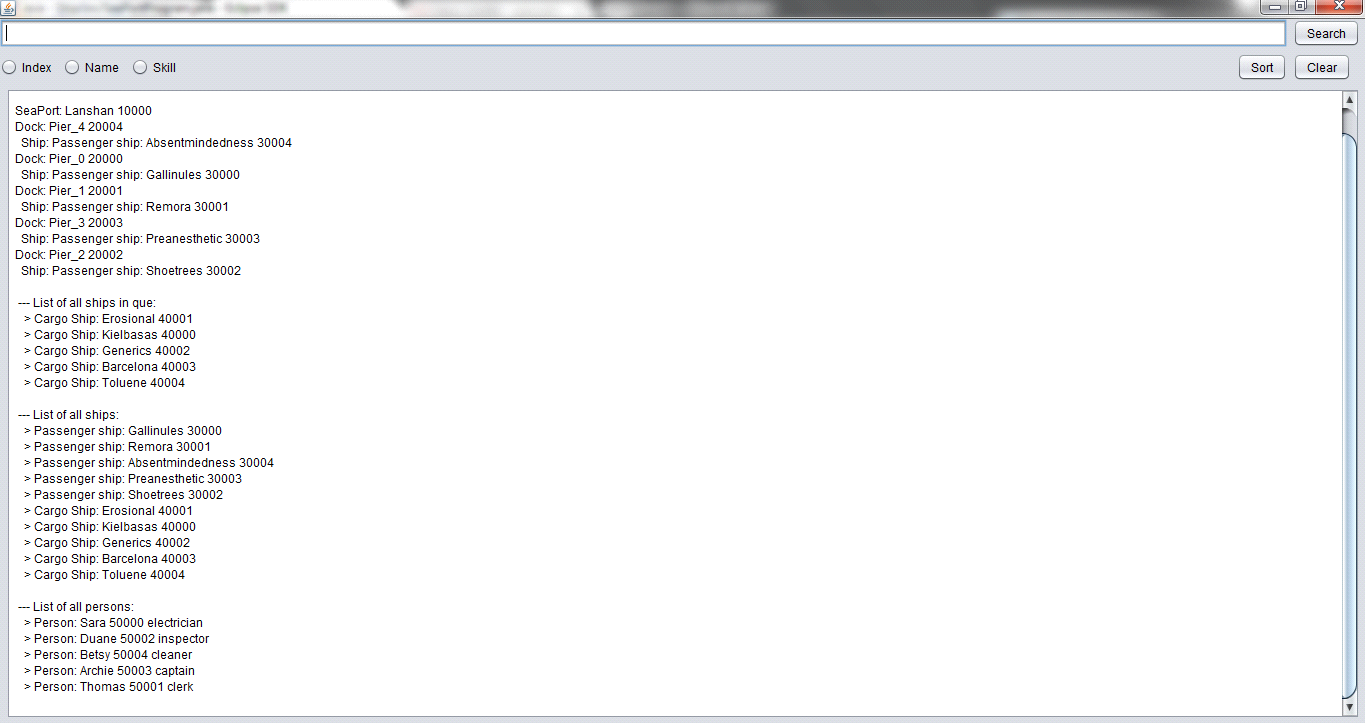
* User either import zip file as it is in Eclipse or Create the new Java project under the eclipse and paste the .java files under the src folder and the “aSPaa.txt” under the project.
* User must run the SeaPortProgram.
* When the JfileChooser file box popup, the user must select the file “aSPaa.txt” which contains the data.

As shown in below:

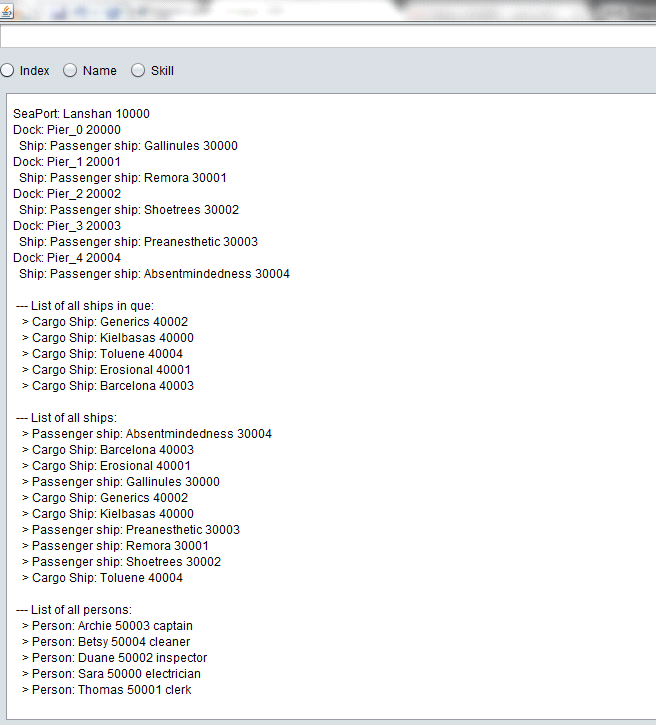


**Test Plan**:

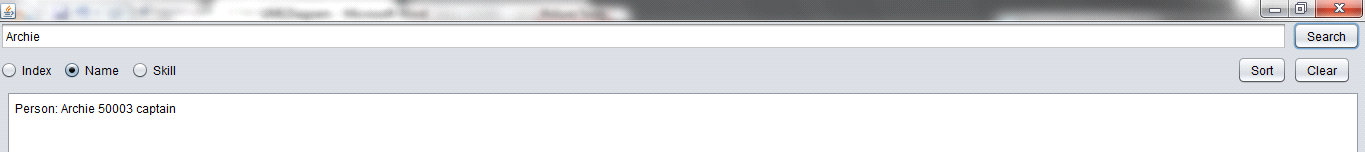
ScreenShot:



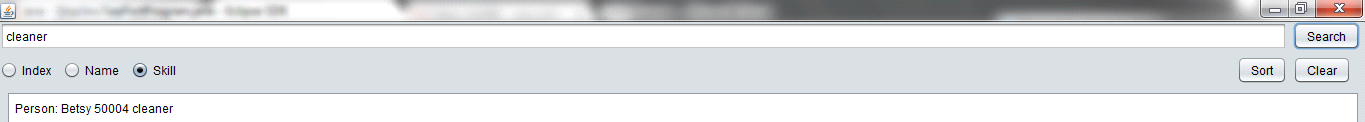
Sorting



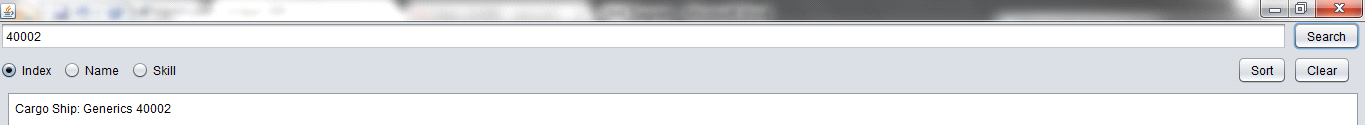
Search By Name



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**Lesson Learned**:

The following concepts are learnt during this assignment:

* Comparable interface
* Swing functionality
* Inheritance concept
* Collection concept