



English Wordtrain with Superman

Implementation & Unit Test

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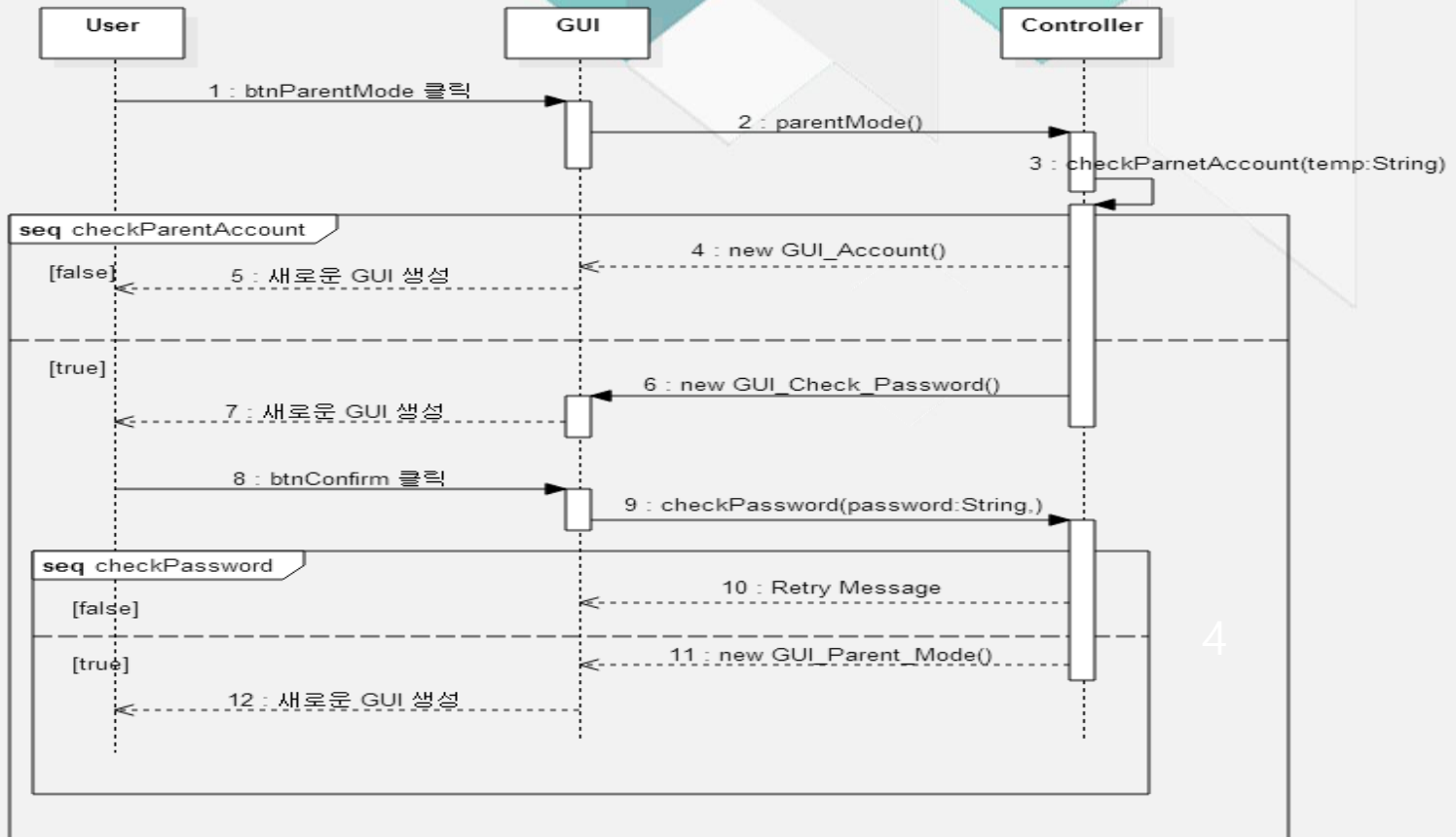


Revise Plan

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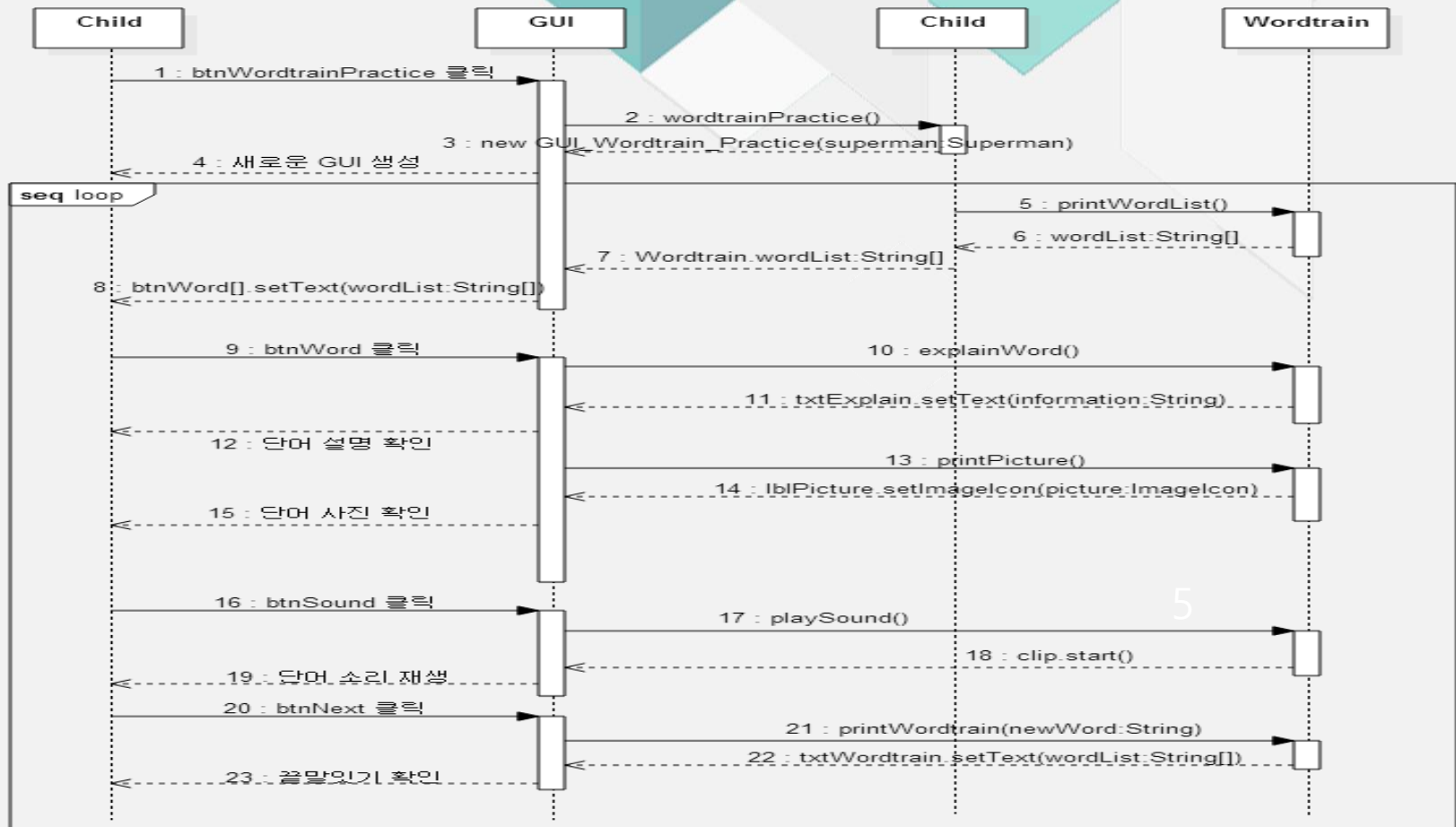
Sequence Diagram

Parent Mode

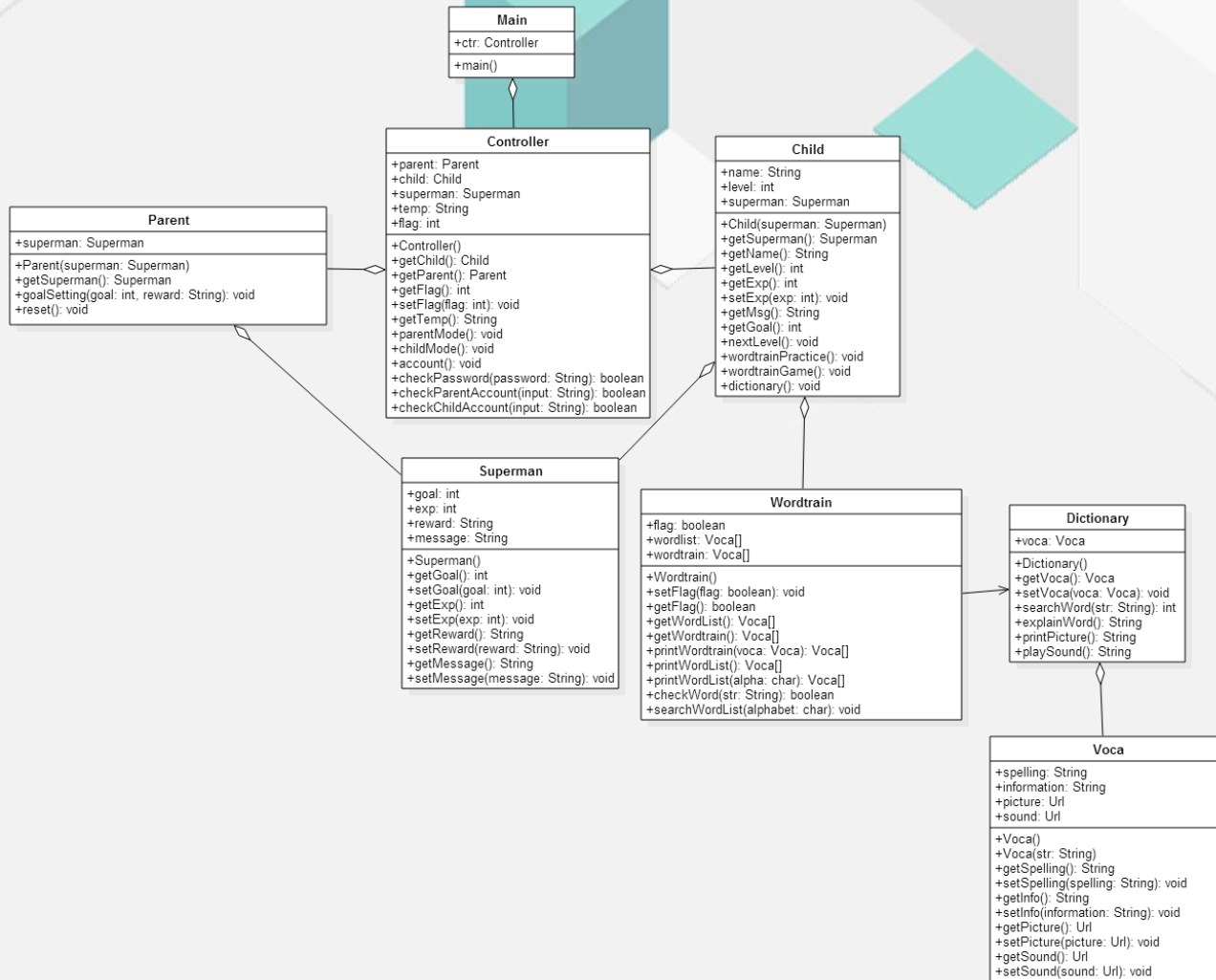


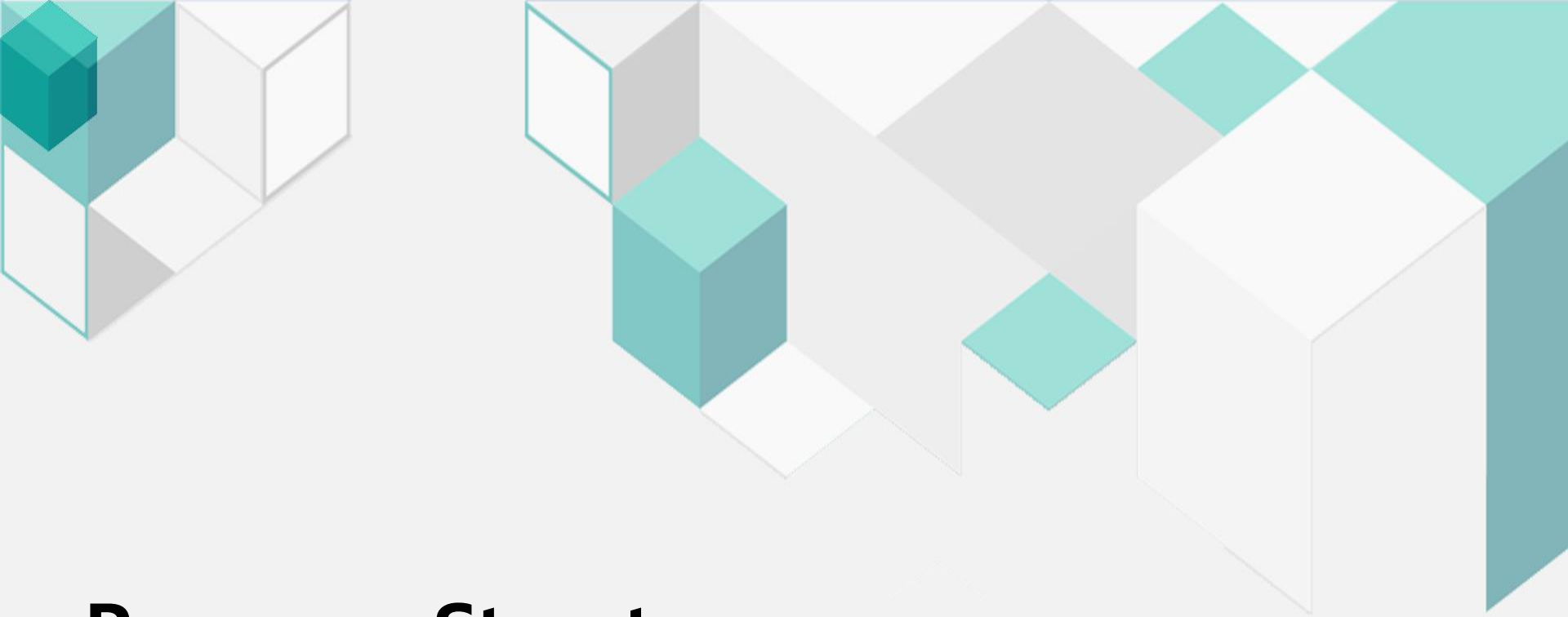
Sequence Diagram

Wordtrain Practice



Class Diagram

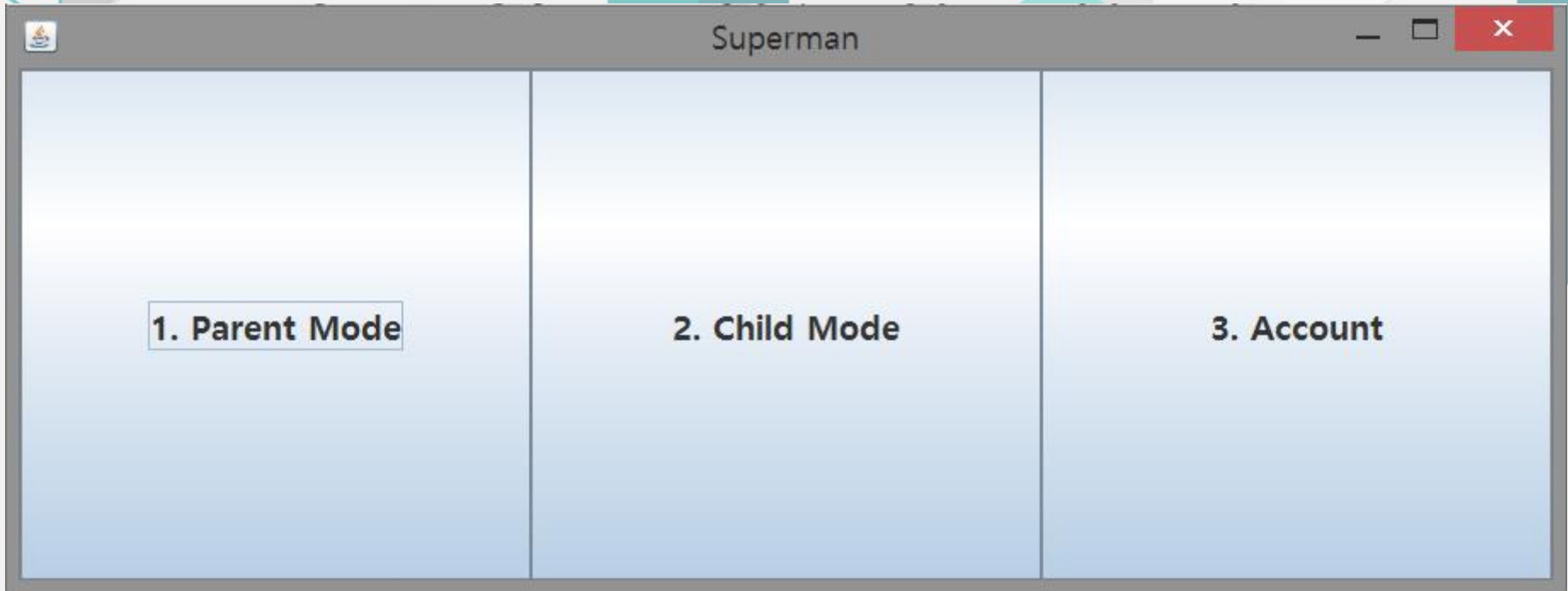




Program Structure

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초기화면



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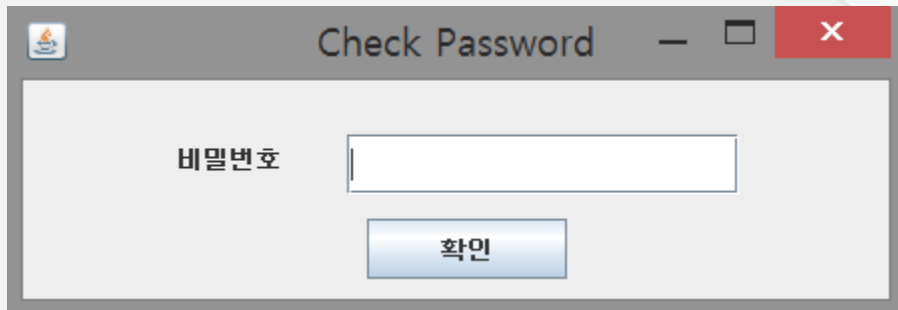
Account

The image shows a window titled "Account" with a standard Windows-style title bar (minimize, maximize, close buttons). Inside the window, there are two input fields and one button. The first input field is labeled "아이 이름" (Child's Name) and is empty. The second input field is labeled "부모님 비밀번호" (Parent's Password) and is also empty. Below these fields is a blue button labeled "설정" (Settings).

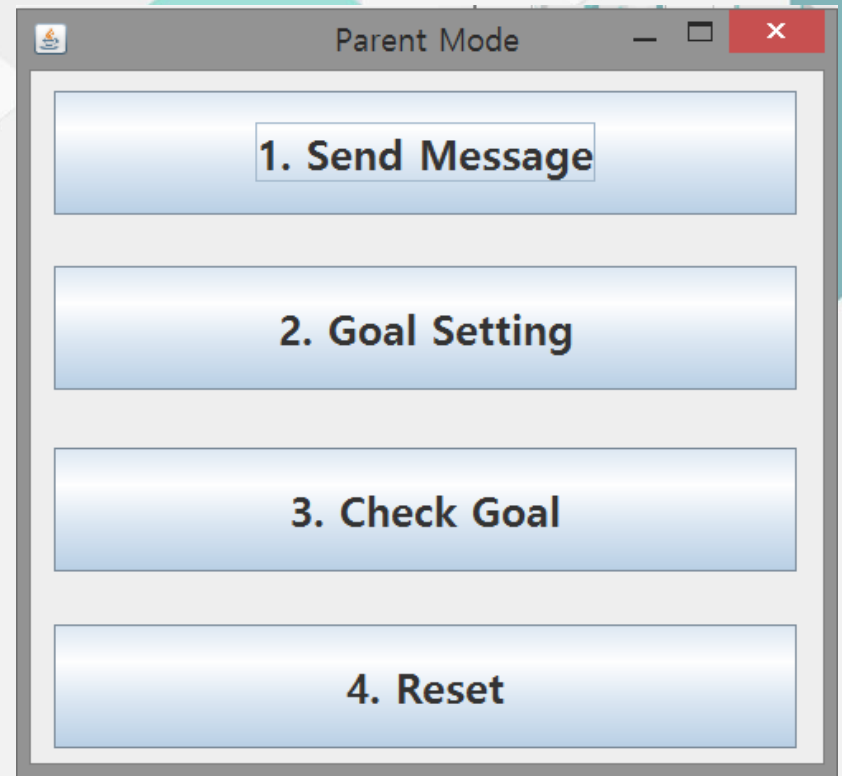
아이 이름	<input type="text"/>
부모님 비밀번호	<input type="password"/>
<input type="button" value="설정"/>	

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Parent Mode



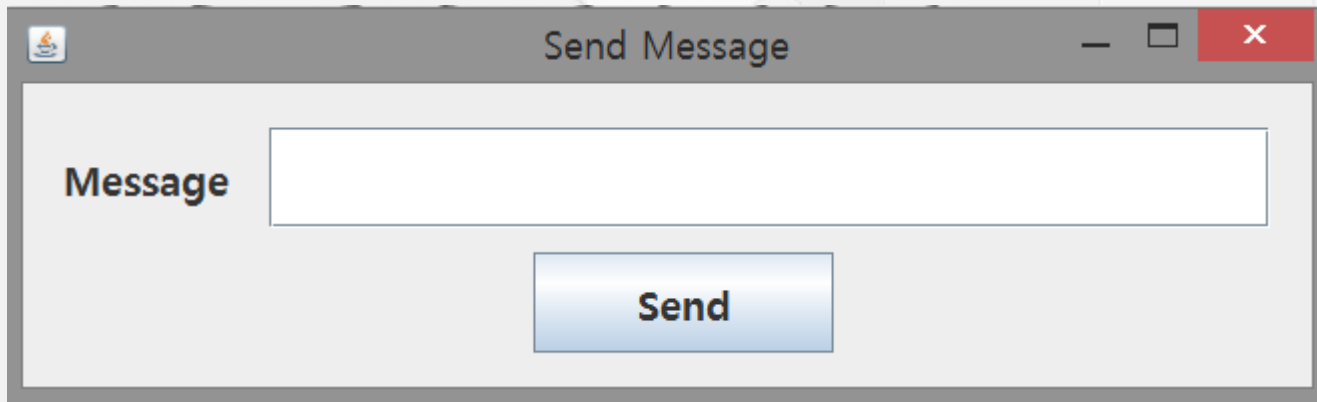
A dialog box titled "Check Password" with a standard Windows window title bar (minimize, maximize, close buttons). The dialog contains a label "비밀번호" (Password) on the left, a text input field in the center, and a blue button labeled "확인" (Confirm) below the input field.



A main menu window titled "Parent Mode" with a standard Windows window title bar. It contains four large, light blue buttons stacked vertically, each with a number and a label:

1. Send Message
2. Goal Setting
3. Check Goal
4. Reset

Send Message



A screenshot of a software dialog box titled "Send Message". The dialog box has a standard Windows-style title bar with a minimize button, a maximize button, and a close button (a red square with a white 'X'). Inside the dialog, there is a label "Message" followed by a large, empty white text input field. Below the input field is a blue button with the text "Send" in white. The background of the slide features a pattern of 3D cubes in shades of teal and grey.

Goal Setting, Check Goal

Goal Setting

Goal

Reward

Check Goal

Exp	Goal
<input type="text" value="140"/>	<input type="text" value="200"/>

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Child Mode

Exp

Goal

reward

Message

The screenshot shows a window titled "Child Mode" with a dark grey title bar. The main content area is divided into a header and three columns. The header contains the text "정국빈", "lv.3", "Exp 1...", "목표 200", "보상 : 바나나", and "아빠 오늘 늦게 온다". Red arrows point from the labels "Exp", "Goal", "reward", and "Message" above to the corresponding elements in the header. The three columns below contain the text "1. 연습하기", "2. 게임하기", and "3. 사전".

Exp	Goal	reward	Message
Exp 1...	목표 200	보상 : 바나나	아빠 오늘 늦게 온다

1. 연습하기	2. 게임하기	3. 사전
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Wordtrain Practice

Wordtrain Pracice

1 tall

2 tiger

3 tired


Print Wordlist

4 Sound 5 Next

Play Sound

6 Exit

Print Picture



Explain Word

긴

Print Wordtrain

year → ready → yet

Wordtrain Game

Wordtrain Game

Check Word


ruler

1 Sound 2 Next

Play Sound

3 Exit

Print Picture



Explain Word

자

Print Wordtrain

rain → nurse → eraser

The image shows a screenshot of a software window titled "Wordtrain Game". The window contains a "Check Word" section with a text input field containing "ruler". Below this are three numbered steps: 1. "Sound" button, 2. "Next" button, and 3. "Exit" button. To the right of the "Sound" button is the text "Play Sound". In the center-right is a framed illustration of a king with a crown and a boy kneeling before him, holding a ruler. To the right of the illustration are the labels "Print Picture" and "Explain Word". Below the illustration is a text input field containing the Korean character "자". At the bottom left is a "Print Wordtrain" button, and to its right is a text field containing the word chain "rain → nurse → eraser". Red boxes highlight the "ruler" input, the "Sound" button, the illustration, the "자" input, and the word chain. A red arrow points from the "Explain Word" label to the "자" input field.

Dictionary

Dictionary


Check Word

zoo|

1 Sound Play Sound

2 Exit

Print Picture



Explain Word

동물원

The image shows a software interface for a dictionary. At the top, the window title is "Dictionary". Below it, there is a section titled "Check Word" with a text input field containing "zoo|". To the right of the input field is a "Print Picture" button. Below the input field, there are two numbered buttons: "1 Sound" and "2 Exit". To the right of the "Sound" button is a "Play Sound" button. In the center-right area, there is a large illustration of a zoo with various animals (elephant, lion, tiger, bear, giraffe) and people walking. Below the illustration, there is a section titled "Explain Word" with a text input field containing the Korean characters "동물원" (Dongmulwon), which means "zoo".



Unit Test

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Wordtrain Practice

6	name=testPrintWordList() class=WordtrainTest	
6-1	assertNotNull(voca[0]); assertNotNull(voca[1]); assertNotNull(voca[2]);	Pass
	printWordlist() 실행 후 wordlist[3]에 voca 객체 할당 여부 확인	
6-2	assertEquals(voca[0].getSpelling().charAt(0),voca[1].getSpelling().charAt(0)); assertEquals(voca[0].getSpelling().charAt(0),voca[2].getSpelling().charAt(0));	
	새로운 Voca 3개가 모두 똑같은 알파벳으로 시작하는 지 확인	
6-3	char last=voca[0].getSpelling().charAt(voca[0].getSpelling().length()-1); voca_next=word.printWordList(last); char first=voca_next[0].getSpelling().charAt(0); assertEquals(first, last);	
	새로운 Voca 3개가 전 단어에서 이어지는 단어인지 확인	
6-4	Voca test = new Voca(); word.setVoca(test); word.searchWord(voca[0].getSpelling()); assertEquals(voca[0].getInfo(),test.getInfo());	
	Word[0].explainWord()가 해당하는 단어.txt와 동일한 지 확인	
6-5	assertEquals(voca[0].getPicture(),test.getPicture());	
	Word[1].printPicture()와 해당하는 단어.jpg의 경로 일치 여부 확인	
6-6	assertEquals(voca[0].getSound(),test.getSound());	
	Word[2].playSound()와 해당하는 단어.wav의 경로 일치 여부 확인	

Search Word

8	name=testSearchWord() class=DictionaryTest	
8-1	assertEquals(-1,dic.searchWord("psy"));	Pass
	입력한 단어가 없는 경우 -1 반환 여부 확인	
8-2	assertEquals(-1,dic.searchWord("mutex"));	
	입력한 단어가 없는 경우 -1 반환 여부 확인	
8-3	assertEquals(0,dic.searchWord("icecream"));	
	입력한 단어가 있을 경우 0 반환 여부 확인	
8-4	assertEquals(0,dic.searchWord("dad"));	
	입력한 단어가 있을 경우 0 반환 여부 확인	
8-5	assertEquals(-1,dic.searchWord("icecreamm"));	
	입력한 단어가 존재하는 단어가 변경된 경우 -1 반환 여부 확인	
8-6	assertEquals(-1,dic.searchWord("daddy"));	
	입력한 단어가 존재하는 단어가 변경된 경우 -1 반환 여부 확인	
8-7	System.out.println(dic.getVoca().getInfo());	
	Voca.information에 제대로 할당되었는지 확인	
8-8	System.out.println(dic.getVoca().getPicture());	
	Voca.picture에 제대로 할당되었는지 확인	
8-9	System.out.println(dic.getVoca().getSound());	
	Voca.sound에 제대로 할당되었는지 확인	



Demo



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Thank You!

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