

# FAKE GAME

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ČVUT FEL 2013

# FAKE GAME - Reminder

- It is a tool for data mining (DM) and knowledge discovery (KD)
- Application:
  - Processes and examines input data
  - Preprocesses automatically input data
  - Classifies input data
  - searches for interesting relations between the input data
  - Creates models for neuron networks
  - Etc.

# Description of the work

- Assingment:
  - Non-functional buttons Load/Save/Description
- Submitted work:
  - Loading of various parts of the project under Windows
  - Button Load
    - To implement of Action listener for the button Load
    - Implementation of File Chooseru + parsing of file path
    - Implementation of filters
    - Implementation of class, which will decide about the subsequently called import

# Description of the work

## ◉ Submitted work:

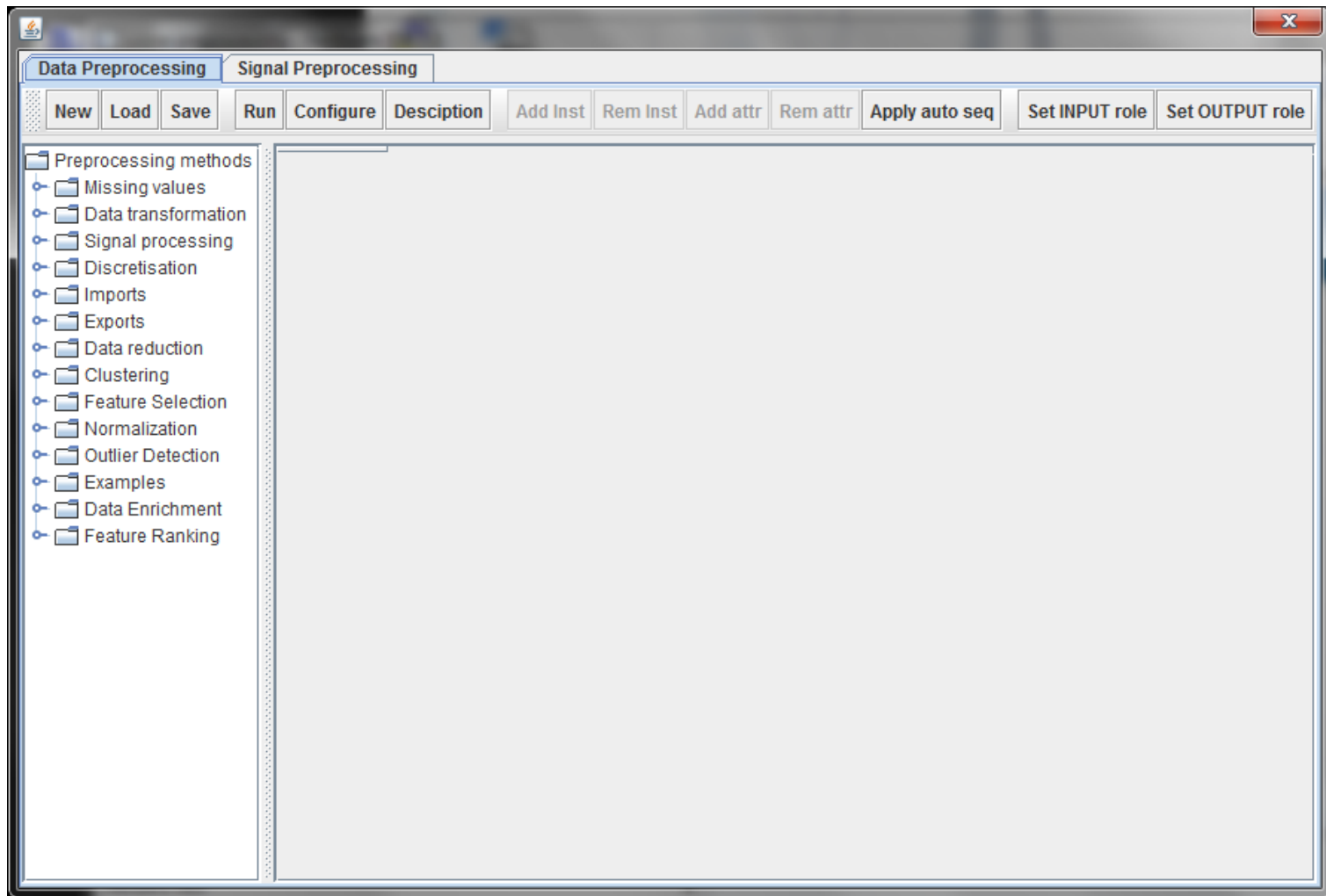
### ■ Button Save

- To implement Action listener for the button Save
- Implementation of File Chooser + parsing of file path
- Implementation of class, which will decide about the subsequently called export
- Checking of the loaded type of the file

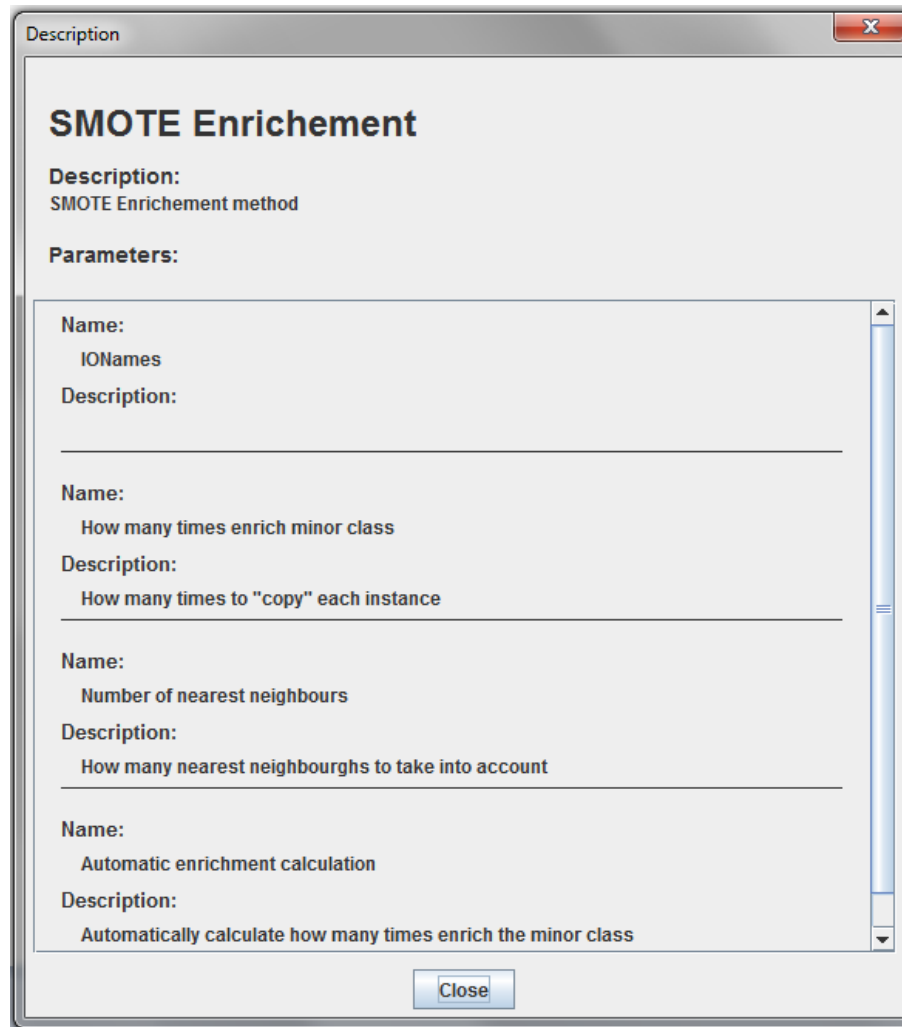
### ■ Button Description

- Implementation of GUI for description
- Widening of MainPreprocessingDialogInterface
- Parsing of parameters of the chosen method

# Preview of the programme



# Sample of description



# Evaluation of the result

# Links

- ◉ Web projektu FAKE GAME -  
<http://fakegame.sourceforge.net/doku.php>
- ◉ FAKE GAME na sourceforge.net -  
<http://sourceforge.net/projects/fakegame/>
- ◉ FAKE GAME SVN -  
<https://fakegame.svn.sourceforge.net/svnroot/fakegame>
- ◉ FAKE GAME Tracker -  
[http://sourceforge.net/tracker/?group\\_id=207880](http://sourceforge.net/tracker/?group_id=207880)