

UML for Project 1

This is a work in progress, thus this design is bound to have a few changes. In this project I must implement four different strategies in Java code, which will filter some phone numbers that appear in a list of calls made during the events of different crime scenes, and it is meant to return a set of only the numbers that appear in all the different events. Other than that, I implemented a certain evaluation for each strategy so that it lets me see which is the best strategy to use in accordance to the average time it takes for each strategy to get the result with different amounts of data.

Here is a UML class diagram in which I show the structure of the project itself and all the connections between each class I have used for the implementation. First we have the MySet interface and the AbstractMySet abstract class which implements MySet. All the classes I used to create sets inherit from these. Mean while we have the Solution Classes that Inherit from the AbstractIntersectionFinder class which lets me manipulate the data to create a final set that has only the numbers repeated in each set. The Class File2Process was made for the simple purpose of creating an array with all the sets to be processed by the strategies. It makes it easier to loop around all the data. The StrategyTimeCollection is a class that lets me store the results for the evaluations of each strategy so that I can ask for a final result and compare them to determine which is the best option.

