

# Interactr

## Iteration 3

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# Design

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# Domain Model - Overview

- Low representational gap
- Main classes : Diagram, Message, Party
- Business logic completely separate from UI

*Put diagram of domain model here*

# Domain Model - Diagram Visitors

Interface `DiagramVisitor` can be implemented by various visitors in other subsystems.

Every `DiagramComponent` can accept such a visitor.

→ makes it easy to add functionality to the domain layer without having to add code to the classes themselves (like UI code)

Example of visitors used in our UI layer : `DialogCreator` (makes dialog for a given diagram component without resorting to the use of *instanceof*)

# Domain Model - Diagram Observers

Interface `DiagramObserver` represents an observer of a diagram.

A diagram has a list of such observers that it notifies when a party is added, a label is edited, ...

We currently implement this interface in our classes representing dialog windows and diagram views, for synchronisation of, say, labels.

# Entry Point - Controller

Everything starts in Controller :

- creates a Window (extends CanvasWindow)
- associates the window with PaintBoard (draw events)
- associates the window with EventHandler (key/mouse events)

Both support Protected Variations. Both encapsulate *awt* package.



## Entry Point - Controller

*Put diagram of Controller, PaintBoard and EventHandler and Window + CanvasWindow here*

## Controller - Underlying Structure

The Controller keeps track of a list of SubWindows.

A SubWindow can be a DiagramWindow or a DialogBox.

Each SubWindow has a frame.

Each SubWindow is '*activated*' by putting it at the front of the window list.

# SubWindows - Diagram Windows & Dialog Boxes/Windows

A DiagramWindow has two DiagramViews.

A DialogWindow is composed of Controls.

A Diagram is directly altered by DiagramViews and DialogWindow.

Synchronization is done with the Observer pattern.

Since Diagram knows when it changes, it keeps a list of

DiagramObservers and notifies them (Information Expert).

→ disadvantage : coordinates aren't synchronised (solved by '*making room*' upon addition of a diagram component to a 'DiagramView')

# Event Handling - How it all Starts

- Every mouse or key event goes from Window → EventHandler.
- EventHandler interprets the events and transforms them into Command instances.
- Command is forwarded to Controller.

Note : if event is a *mouse press*, EventHandler asks the Controller to activate the SubWindow at that coordinate first. This very window will be the first receiver for the command.

*Put diagram of Command etc. here*

*Precondition* : SubWindow is active

- Every Command can be handled by a CommandHandler.
- DiagramWindow, DiagramView and DialogBox extend the CommandHandler class.
- The first CommandHandler is the active SubWindow.
- Every CommandHandler either deals with the Command or (on failure) passes it to the next CommandHandler in its chain.

Patterns used : Command, Visitor and (some sort of) Chain of Responsibility.

Vid. Sequence diagram for *Add Party*.

The `PaintBoard` encapsulates the *awt* package. It is passed along to any class responsible for drawing. Drawing is done 'on' the paint board.

- manages clip rect (to prevent overflowing)
- allows color changes
- ...

→ it is a Facade



Each class that displays something draws itself (Information Expert) :

- SubWindow draws title bar, close button, frame.
- DiagramView draws diagram with messages, parties, ...
  - use of Visitor pattern to generate figures (representations) for these diagram components.
  - these figures are Flyweights.
  - separation of UI / domain logic without use of type checking (i.e. instanceof).
- Control draws itself, eg. text for label.

# Extensibility

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As stated before, `DiagramVisitor` interface makes it easy to add functionality to the domain model without 'polluting' it with, say, UI logic.

Command pattern eases undoing, allows delayed processing, use by menu items, ... When using new types of events (eg. speech recognition) only `EventHandler` has to change.

Small disadvantages ;

- many new types of `CommandHandler`
  - bloated `Command` abstract class (`Visitor` pattern discussion)
- if `Chain of Responsibility` is long
  - wasted processing (command goes down the whole chain before realising that it can't be handled)



# Testing

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Coverage here!

# Project Management

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# Refactoring

- No *duplicated code*.
- *Moved methods* here and there.
- Addressed *long methods* with *extract method*  
→ not the best metric ... but all methods 'fit on the screen' (max. 30 lines).
- If appropriate a *temporary variable* was replaced with getters.
- Avoided *message chains*.
- Virtually no *switch statements* (only in `EventHandler`).
- *Comments* virtually never necessary (maybe when drawing messages in `SequenceView`).

- weekly meeting with assistant
- +- 40 hours per person
- designed, refactored, tested, redesigned, ... in no particular order

# Demonstration