

# OOD Document

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## 1. Introduction

The current structure of the files can be better organised for easy reading of the the code for both the owner and a possible maintenace personnel if released. However, the approach to go for isn't strictly splitting the code into multiple files because that will also generate an issue due to introduction of multiple classes and possibly cause the code to run slower.

After reviewing the files, I propose to:

Removed empty constructors in BitMapItem & TextItem class to ensure the methods never receive a SlidelItem with a null field then I discovered the demoPresentation was loading a file named "main.jabberpoint.jg" that doesn't exist. So I changed it to "Jabberpoint.jpg"

Updated paintComponent() method in SlideViewerComponent to fix the "main.slide.Slide" bug that appeared instead of "Slide x out of 3"

Refactored KeyController to use command patterns and reduced risk of errors from using switch cases

Refactored Menu Controller to use command patterns and reduced risk of errors from using switch cases

Changed variable names, method names to more descriptive terms

Organised to files to provide file hierarchy

The proposed solution is sufficient because it applies SOLID principles to the initial code.