Derek Ochal

DePaCoG Plugin Manual

# Plugin Menu

When first deployed, the program will display the list of supported design patterns and ask the user to choose one.

Each pattern is composed of 4 parts:

* main interface (inter1)
* secondary interface (inter2)
* classes implementing main interface (class1’s)
* classes implementing secondary interface (class2’s)

Not all parts are needed for every pattern, but not supplying needed parts may generate an incomplete output or cause an error message.

# Pattern Syntax

Each pattern has a minimum number of names it needs and interprets these names differently. Following are the lists of required names and their meanings using textbook vocabulary.

## Abstract Factory

Main interface: AbstractFactory

Sec. interface: ProductA

Main classes: Factory1

Sec. Classes: ProductA1

## Builder

Main interface: Builder

Sec. interface: ComplexObject (exception)

Main classes: Builder1

Sec. Classes: ProductA1

## Factory Method

Main interface: Creator

Sec. interface: Product

Main classes: Creator1

Sec. Classes: Product1

## Facade

Main interface: Facade

Sec. interface: N/A

Main classes: Facade1

Sec. Classes: Class1

## Chain of Responsibility

Main interface: Handler

Sec. interface: N/A

Main classes: Receiver1

Sec. Classes: N/A

## Mediator

Main interface: Mediator

Sec. interface: Colleague

Main classes: Mediator1

Sec. Classes: Colleague1, 2 names needed

## Visitor

Main interface: Visitor

Sec. interface: Visitor1

Main classes: Element

Sec. Classes: ElementA

## Template Method

Main interface: AbstractClass

Sec. interface: N/A

Main classes: SubClass1

Sec. Classes: primitive1

# Output

If the generation was successful, the program will create the needed files in the directory of the current project and log their paths. If not, it will display an error message and log the error.