MIS 321 Test 2 notes

3 parts

Console app design pattern

Html and a little css

The front end and back end

Any design pattern could be it, should have code for each from class

Front end is dom manipulation

Patterns:

Observer- subscribe to youtube channel, need to be notified when something happens, lets you know if someone has clicked the button, if someone has clicked the button let me know

Decorator- wrapping additional functionally of a class, add without changing

Adaptor- wraps around one class to make it applicable to another class

Singleton- only want one instance of an object, make sure only one database object created, one stance of a keyboard object

Purpose of personas- user groups satisfying their needs, works well for certain demographic “how would a 20 year old react to this website”

Good requirements- tangible, specific, tracible, relate to the high level requirements, small, easy to understand, common language

Multithreading- will let different threads run when another is stalled

Asynchronous- Netflix example loads whatever is ready first instead of in set order, makes call to API and loads other information while waiting

Synchronous- Goes in some order, form a line and go one at a time

HTML- want the word hello to show up, static

CSS- formatting, static

JavaScript- changing things at runtime in front end, non-static

API types:

Rest- we have been using

Soap- older, not a lot of new

GraphQL

Testing triangle- unit test, manual test, integration, end to end

End to end testing- very brittle

Unit test- most of