

Week 2 assignments

When creating the program code, you must apply the following basic principles:

- create a separate project for each assignment;
- use name 'assignment1', 'assignment2', etcetera for the projects;
- create one solution for each week containing the projects for that week;
- make sure the output of your programs are the same as the given screenshots;

CodeGrade auto checks

Make sure all CodeGrade auto checks pass (10/10) for your assignments. The manual check will be done by the practical teacher.

Auto checks assignment 1 - $\frac{10}{10}$ **AT** Auto checks assignment 3 - $\frac{10}{10}$ **AT** Manual check

Automatic checks for assignment 1		
0	10	
	10	
	100	%

Submit 6.67 20 / 30 **×**

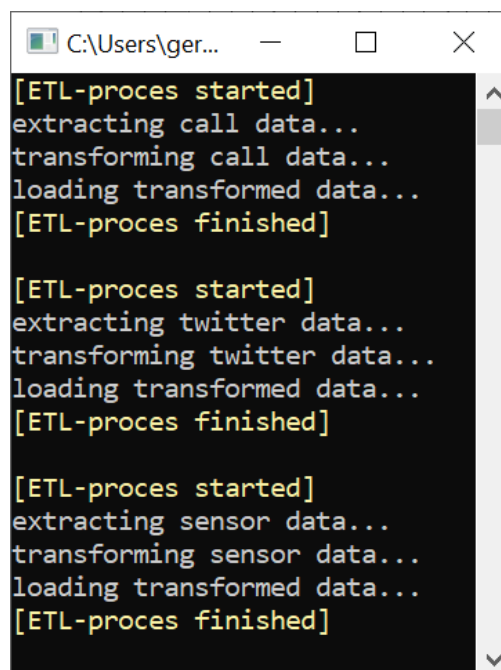
Assignment 1 ('Template Method pattern')

In the world of Big Data the loading of large amounts of data into a DataWareHouse is normally done by the 'Extract-Transform-Load' (ETL) principle, where the data is made available in the correct format. Extract is the reading of data from a data source, Transform is the conversion of the data to the required target format (sometimes the data is merged with other data), and Load is the writing of the converted data to the target database. These 3 steps are executed in a fixed order, the implementation of the first 2 steps depend on the data being read, the implementation of the 3rd step (Load) is independent of the data.

Create a class **BigDataLoader** containing an ETL-method that uses the 'Template Method' pattern; no objects should be made from this class. Implement 3 specific classes: **CallDataLoader**, **TwitterDataLoader** and **SensorDataLoader**, each providing a (specific) implementation of the 3 ETL-steps.

Implement a (simple) class **BatchProcessor** containing a private list of BigDataLoaders; give this BatchProcessor-class a method to add a BigDataLoader object to the list, and a method to process the complete batch (all loaders in the list).

Create a Console program in which a BatchProcessor is created, and produces the output as shown below. In the example, the BatchProcessor processes 3 BigDataLoader objects (1. *call*, 2. *twitter*, 3. *sensor*).



```
C:\Users\ger...
[ETL-proces started]
extracting call data...
transforming call data...
loading transformed data...
[ETL-proces finished]

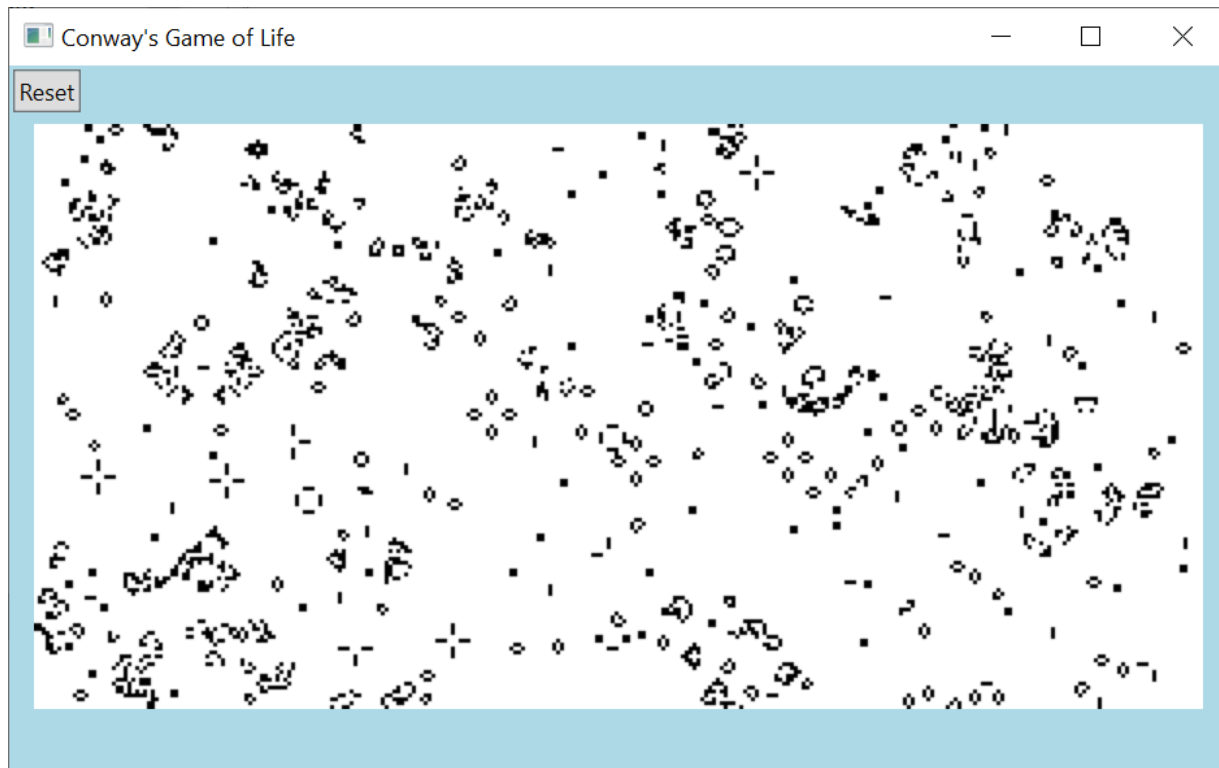
[ETL-proces started]
extracting twitter data...
transforming twitter data...
loading transformed data...
[ETL-proces finished]

[ETL-proces started]
extracting sensor data...
transforming sensor data...
loading transformed data...
[ETL-proces finished]
```

Assignment 2 ('Template Method pattern')

On Moodle you can find application 'Game of Life'. This application uses the default 'rules of life' of John Conway (B3/S23), see screenshot below. Change this application in order to have 2 different 'life behaviours': a 'standard life' and a 'high life' variant (B36/S23, see <http://www.conwaylife.com/wiki/HighLife>). Use the Template Method pattern in class **ConwayGameOfLife**, method 'CellShouldLive' must be implemented by 2 derived classes (**StandardLife** and **HighLife**). This method 'CellShouldLive' is called in method 'Evolve'.

More information about Conway's Game of Life can be found at https://en.wikipedia.org/wiki/Conway%27s_Game_of_Life.



Make sure you understand which method is the 'Template Method'.

Assignment 3 ('Observer pattern')

A Console application needs to be written in which an MP3-player can play songs. Several displays are displaying information of the current song of the MP3-player, each display in a different way.

The following classes needs to be implemented: **MP3Player**, **SimpleMP3Display** and **FancyMP3Display**.

The MP3Player class implements the IObservable interface:

```
public interface IObservable
{
    void AddObserver(IObserver observer);
    void RemoveObserver(IObserver observer);
    void NextSong();
}
```

```
public class Song
{
    public string Title { get; set; }
    public string Artist { get; set; }
    public TimeSpan Duration { get; set; }

    public Song(string title, string artist, TimeSpan duration)
    {
        Title = title;
        Artist = artist;
        Duration = duration;
    }
}
```

Use this class for the songs

The MP3Player class has the following members:

```
public Song CurrentSong { get; private set; }
public void NextSong() { ... }
```

Method 'NextSong' selects randomly a new song and informs all subscribed observers (that a new song has been selected). All songs are stored in a list (`List<Song> songs`).

The 2 display classes (SimpleMP3Display and FancyMP3Display) both implement the IObserver interface (so the MP3player can update/inform them):

```
public interface IObserver
{
    void Update(Song song);
}
```

1. Editors - Papillon (5:24)
2. Pink Floyd - Wish You Were Here (5:39)
3. Led Zeppelin - Dazed and Confused (6:26)
4. Bruno Mars - Billionaire (3:31)

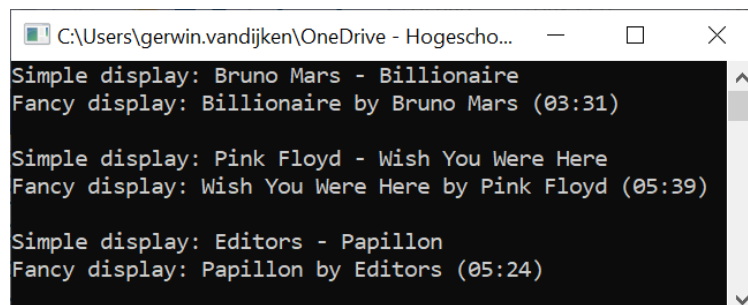
Add these numbers to the MP3 player

Below you find the Start method and the expected output:

```
void Start()
{
    // create an MP3 player
    IObservable player = new MP3Player();

    // create the displays
    IObserver mp3Display1 = new SimpleMP3Display(player);
    IObserver mp3Display2 = new FancyMP3Display(player);

    // change song a few times
    player.NextSong();
    player.NextSong();
    player.NextSong();
}
```



```
C:\Users\gerwin.vandijken\OneDrive - Hogescho...
Simple display: Bruno Mars - Billionaire
Fancy display: Billionaire by Bruno Mars (03:31)

Simple display: Pink Floyd - Wish You Were Here
Fancy display: Wish You Were Here by Pink Floyd (05:39)

Simple display: Editors - Papillon
Fancy display: Papillon by Editors (05:24)
```

Example of the output, with the first 3 random songs