

MusicFone Documentation: Quick Facts

MusicPhone Project layout

app – Package containing the UI resources and classes that provide data from Last.FM.

commons – Package containing the data models, interfaces and logic modules used by the MusicPhone UI and tests. *You will implement the missing logic inside this project.* You may **not** change any of the interfaces or the `DeviceManager`. You may extend the behaviour of the `Recommender`, but without changing its existing behaviour or its interface. You may add one or more classes here if required.

commons.dataClasses – Package containing the basic classes representing the entities present in MusicPhone

commons.interfaces – Package containing the interfaces from that are implemented by the different parts of this system. You should not change any of those.

commons.xmlData – Package containing the dump of Last.FM response for the API necessary to solve the task in XML format. Those are useful for testing purposes.

commons.dataConnectors – Package containing the implementation of `IConnector` (`LastFmXmlConnector`) methods to parse the Last.FM XML files. You may want to instantiate such class for testing purposes.

gps, **player** and **recommender** – Packages containing the UIs for the application main components. The UI is bounded to a class (e.g. `GpsUI.java` and `Gps.java`) which is the implementation of the interfaces present in `commons.interfaces`.

What you should know before you start

Initialization of components

The application project creates concrete instances of `IPlayer`, `IGps`, and `IRecommender` objects. These instances persist when the application is running. application will set the `Connector` property of the `Recommender` object to an instance of `LastFmXmlConnector`, which implements the `IConnector` interface.

The `IConnector` interface

Defines access to XML data from Last.FM. The `IConnector` class you need to test your implementation with preloaded XML data is `LastFmXmlConnector`. This class has a 0-argument constructor. To access the XML data from **Commons**, use the `Connector` property of the `Recommender` class.

The XML data for testing

Located in the `XmlData` folder of the **Commons** project. The `LastFmXmlConnector` class accesses the files in this folder.

`DeviceManager.Instance`

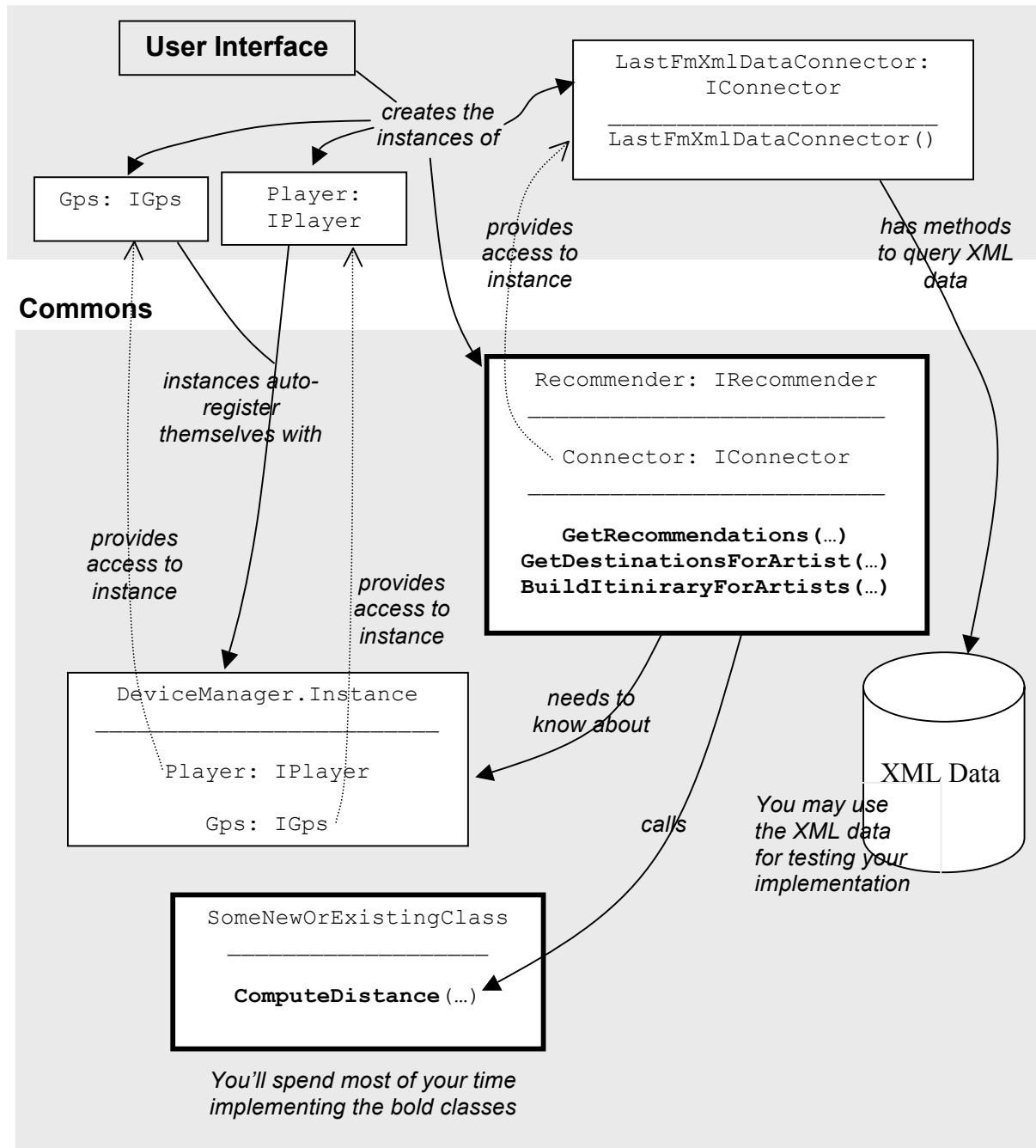
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Provides singleton access to instances of the `IPlayer` and `IGps` objects. When these objects are instantiated by the **Application**, they register themselves with the `DeviceManager`.

Architecture

Review the block diagram on the next page.

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UnitTests

- You may instantiate and test any of the classes defined in **Commons** here.
- You may also instantiate the concrete classes **Player**, **Gps**, and **LastFmXmlConnector** defined in **application**.