

CSCI E-97

Wednesday, October 28, 2015

Assignment #3

Design Results

In this implementation, I unfortunately had a less than ideal House Mate Model because I didn't get to address the command importer nor the knowledge graph. As a matter of fact, It was in this assignment that I had the grand epiphany to use a lot of the logic from my assignment 1 node/knowledgegraph and importer that I did successfully and reuse that for the House Mate Model which I'm certain would have made my implementation functional. And I chose John Moon's House Mate Model design because it reminded me of that fact. This clearly would have made the implementation easier.

Having said that, I chose to focus on the design of the House Mate Controller and it's requirements. I knew one immediate sacrifice I had to make was with queuing the commands versus executing them all at once given how far behind I was on the design. And another thing that I spent too much time on was implementing the command pattern design itself. I spent a great deal wrapping my head around my "vendor classes" that I wasn't happy about from my Model only to realize that we could simply create and execute the commands in the Controller and that suffice.

I unfortunately didn't get to giving Jason Reed any formal design critique partially because his design was pretty rock solid (which I did mention to him verbally. I did want to make the comment to him that he didn't need to write instance methods in his interface class of his controller and model class and that his command interface wasn't so much of an abstraction to his concrete classes but that his concrete classes should be implementations of the class interface.) But he acknowledged that he preferred I continued on my design.

I did manage to get feedback from Dhairya Dalal who walked through the process with me in understanding the overall design based on what I already pieced together:

