Universidad Euskal Herriko del País Vasco Unibertsitatea

**I**ZENBURUA

# Diseinu patroiak Rides proiektuan

Informatika ingeniaritza gradua

Egileak:

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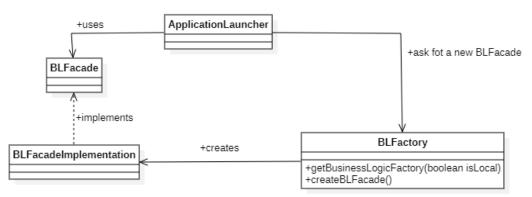
gitHubeko Repositorio esteka: https://github.com/Kepa8/Rides24-Miriam-Kepa-.git

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# Factory Method Patroia

## 1.1. UML diagrama hedatua



# 1.2. Kode azpimagarria

- ApplicationLauncher klasean:

BLFactory klasean aipatu den bezala, negozio logika aukeratzen duen kode zatia komentatu da, orain BLFatory klaseak egiten baitu.

```
public class ApplicationLauncher {
      public static void main(String[] args) {
             ConfigXML c = ConfigXML.getInstance();
             System.out.println(c.getLocale());
             Locale.setDefault(new Locale(c.getLocale()));
             System.out.println("Locale: " + Locale.getDefault());
             try {
                    BLFactory factory = new BLFactory(c);
UIManager.setLookAndFeel("javax.swing.plaf.metal.MetalLookAndFeel");
                    if (c.isBusinessLogicLocal()) {
                           DataAccess da = new DataAccess();
                           appFacadeInterface = new
BLFacadeImplementation(da);
                    else { // If remote
                           String serviceName = "http://" +
c.getBusinessLogicNode() + ":" + c.getBusinessLogicPort() + "/ws/"
                                         + c.getBusinessLogicName() +
"?wsdl";
                           URL url = new URL(serviceName);
                           // 1st argument refers to wsdl document above
                           // 2nd argument is service name, refer to wsdl
document above
                           QName gname = new
QName("http://businesslogic/", "BLFacadeImplementationService");
                           Service service = Service.create(url, qname);
```

ľ

```
appFacadeInterface =
service.getPort(BLFacade.class);
}
*/

BLFacade appFacadeInterface = factory.createBLFacade();
    MainGUI.setBussinessLogic(appFacadeInterface);
    MainGUI a = new MainGUI();
    a.setVisible(true);
} catch (Exception e) {
    // a.jLabelSelectOption.setText("Error: "+e.toString());
    // a.jLabelSelectOption.setForeground(Color.RED);
    System.out.println("Error in ApplicationLauncher: " +
e.toString());
}
// a.pack();
}
}
```

#### - BLFactory klasean:

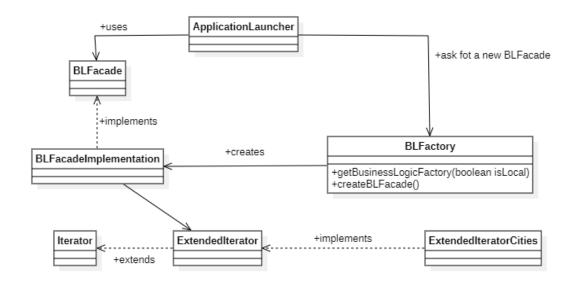
ApplicationLauncher klasetik komentatu dugun kode zatia, hau da, aldagaiari zein negozio logika objektua (lokala edo urrunekoa) erabili behar den esleitzen dion zatia implementatu da sortu den BLFactory klasean. Modu honetan, BLFactory arduratzen da negozio logika aukeratzeaz eta ez ApplicationLauncher.

```
public class BLFactory {
  private ConfigXML config;
  private BLFacade businessLogicLocal;
  public BLFactory(ConfigXML config) {
    this.config = config;
  public BLFacade createBLFacade() {
    if (config.isBusinessLogicLocal()) {
       DataAccess da = new DataAccess();
       da.initializeDB();
       return new BLFacadeImplementation(da);
       String serviceName = "http://" + config.getBusinessLogicNode() + ":" +
config.getBusinessLogicPort() + "/ws/" + config.getBusinessLogicName() + "?wsdl";
         URL url = new URL(serviceName);
         QName qname = new QName("http://businessLogic/",
"BLFacadeImplementationService");
         Service service = Service.create(url, gname);
         return service.getPort(BLFacade.class);
       } catch (Exception e) {
         throw new RuntimeException("Error creating remote BLFacade: " +
e.getMessage(), e);
       }
  public BLFacade getBusinessLogicFactory(boolean isLocal) {
```

```
if (isLocal) {
    if (businessLogicLocal == null) {
        businessLogicLocal = createBLFacade();
    }
    return businessLogicLocal;
} else {
    return createBLFacade();
}
}
```

# 2. Iterator patroia

### 2.1. UML diagrama hedatua



# 2.2. Kode azpimagarria

- ExtendedIterator interfazea:

Interfaze honek iterator interfazea zabaltzen du. Eta iteratorren hasNext() eta next() funtzioez gain ondorengo funtzio hauek implementatzen ditu: previouse(), hasPrevious(), goFirst(), ublic void goFirst(), goLast().

```
public interface ExtendedIterator<Object> extends Iterator<Object>{
    public Object previous();
    public boolean hasPrevious();
    public void goFirst();
    public void goLast();
}
```

#### Extended ExtendedIteratorCities klasea:

Klase honek ExtendedIterator interfazea implementatuko du, honela zerrenda batean, kasu honetan hirien zerrenda batean iteratzea ahalbidetuko degu.

public class ExtendedIteratorCities<T> implements ExtendedIterator<T> {

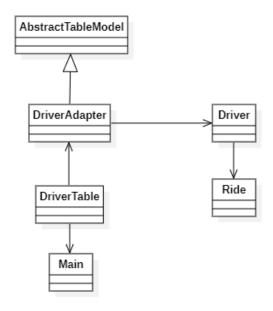
```
private List<T> list;
private int position;
public ExtendedIteratorCities(List<T> list) {
  this.list = list;
  this.position = 0;
@Override
public boolean hasNext() {
  return position < list.size();
@Override
public T next() {
  return list.get(position++);
@Override
public T previous() {
  return list.get(--position);
@Override
public boolean hasPrevious() {
  return position > 0;
@Override
public void goFirst() {
  position = 0;
@Override
public void goLast() {
  position = list.size() - 1;
}
```

### 2.3. Exekuzioa

```
🦹 Problems 🏿 Javadoc 📴 Declaration 📃 Console 🗶 📥 Git Staging
<terminated> Main [Java Application] C:\Program Files\Java\jdk-22\bin\javaw.exe (9 nov 2024, 11:46:24 – 11:46:25) [pid: 9360]
Read from config.xml: businessLogicLocal=true databaseLocal=true
                                                                          dataBaseInitialized=true
Creating BLFacadeImplementation instance with DataAccess parameter
     LAST TO FIRST
FROM
Irun
Donostia
Barcelona
      FIRST TO LAST
FROM
Barcelona
Donostia
Irun
Madrid
```

# 3. Adapter Patroia

## 3.1. UML diagrama hedatua



### 3.2. Kode azpimagarria

- <u>DriverAdapter klasea:</u>

Klase honek Driver klaseko objetuak JTable batean erakusteko formatu egokian jartzeko balio du.

Horretarako getRowCount(), getColumnCount(), getValueAt() eta getColumnName() funtzioak implementatu dira.

```
public class DriverAdapter extends AbstractTableModel {
  private Driver driver:
  private List<Ride> rides;
  public DriverAdapter(Driver driver) {
    this.driver = driver;
    this.rides = driver.getCreatedRides();
  @Override
  public int getRowCount() {
    return rides.size();
  @Override
  public int getColumnCount() {
    return 5;
  @Override
  public String getColumnName(int columnIndex) {
    switch (columnIndex) {
       case 0:
          return "Origen";
       case 1:
          return "Destino";
       case 2:
```

```
return "Fecha";
     case 3:
        return "Plazas";
     case 4:
       return "Precio";
     default:
       return "":
  }
@Override
public Object getValueAt(int rowIndex, int columnIndex) {
  Ride ride = rides.get(rowIndex);
  switch (columnIndex) {
     case 0:
        return ride.getFrom();
     case 1:
        return ride.getTo();
     case 2:
       return ride.getDate();
     case 3:
        return ride.getnPlaces();
     case 4:
       return ride.getPrice();
     default:
       return null;
  }
}
```

#### <u>DriverTable klasea:</u>

Leiho bat (JFrame) sortzen du Driver batekin, eta bere bidaiak JTable batean erakusten ditu.

```
public class DriverTable extends JFrame {
    private Driver driver;
    private JTable tabla;

public DriverTable(Driver driver) {
        super(driver.getUsername() + "'s Rides");
        this.setBounds(100, 100, 700, 300);
        this.driver = driver;
        DriverAdapter adapt = new DriverAdapter(driver);
        tabla = new JTable(adapt);
        tabla.setPreferredScrollableViewportSize(new Dimension(500, 70));
        JTableHeader header = tabla.getTableHeader();
        header.setReorderingAllowed(false);
        JScrollPane scrollPane = new JScrollPane(tabla);
        getContentPane().add(scrollPane, BorderLayout.CENTER);
    }
}
```

#### - Main klasea:

```
public class Main {
   public static void main(String[] args) {
        ConfigXML co = ConfigXML.getInstance();
        boolean isLocal = true;
        BLFacade blFacade = new

BLFactory(co).getBusinessLogicFactory(isLocal);
        Driver driver = blFacade.getDriver("Urtzi");
        DriverTable driverTable = new DriverTable(driver);
        driverTable.setVisible(true);
   }
}
```

### 3.3. Exekuzioa

