

2024년 상반기 K-디지털 트레이닝

# CLI 프레임워크 라이브러리 임포트

[KB] IT's Your Life



- ☑ 새로운 프로젝트 생성
  - o Name: StudentStore

# settings.gradle

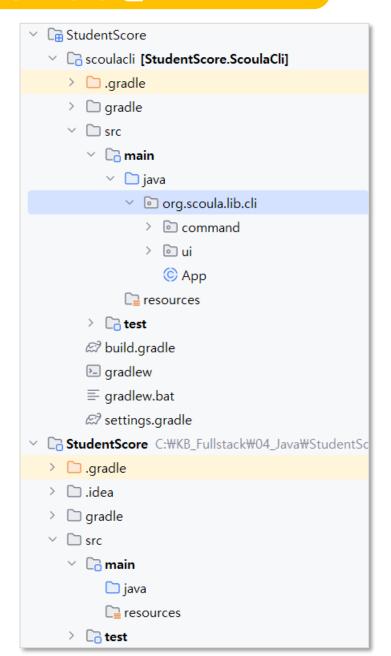
```
rootProject.name = 'StudentScore'
include ':ScoulaCli'
project(':ScoulaCli').projectDir=new File('C:\\KB_Fullstack\\04_Java\\ScoulaLib\\scoulacli')
```

#### **build.gradle**

```
dependencies {
   implementation project(':ScoulaCli')

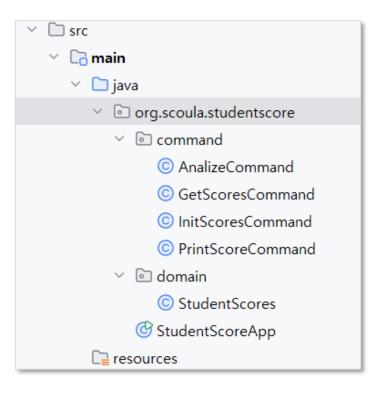
   testImplementation platform('org.junit:junit-bom:5.9.1')
   testImplementation 'org.junit.jupiter:junit-jupiter'
}
...
```

#### 프로젝트 구조



#### ☑ 어플리케이션 정의

- o Command 구현체 정의
- App 클래스 상속
- o createMenu() 오버라이드
- o main() 메서드 작성
  - 애플리케이션 인스턴스 생성 후 run() 호출



### StudentScoreApp.java

```
public class StudentScoreApp extends App {
   @Override
   public void createMenu(Menu menu) {
       menu.add(new MenuItem("학생수", new InitScoresCommand()));
       menu.add(new MenuItem("점수입력", new GetScoresCommand()));
       menu.add(new MenuItem("점수리스트", new PrintScoreCommand()));
       menu.add(new MenuItem("분석", new AnalizeCommand()));
   public static void main(String[] args) {
       App app = new StudentScoreApp();
       app.run();
```

#### ♡ 문제점

- 너무 많은 Command 객체를 정의해야 함
- → 서비스 객체를 만들고, 메서드 참조를 이용해 메뉴에 설정

### StudentScoreService.java

```
public class StudentScoreService {
    StudentScores studentScores = StudentScores.getInstance();
    public void initScores() {
        StudentScores studentScores = StudentScores.getInstance();
        int studentNum = Input.getInt("학생수> ");
        studentScores.setStudentNum(studentNum);
    public void getScores() {
        StudentScores studentScores = StudentScores.getInstance();
        int [] scores = studentScores.getScores();
        for(int i = 0; i < scores.length; i++) {</pre>
            scores[i] = Input.getInt("scores[" + i + "]> ");
```

### StudentScoreService.java

```
public void printScores() {
    StudentScores studentScores = StudentScores.getInstance();
    int [] scores = studentScores.getScores();

    for(int i=0; i<scores.length; i++) {
        System.out.println("scores[" + i + "]: " + scores[i]);
    }
}</pre>
```

### StudentScoreService.java

```
public void analize() {
    StudentScores studentScores = StudentScores.getInstance();
   int [] scores = studentScores.getScores();
   int max = 0;
   int sum = 0;
   double avg = 0;
   for(int i=0; i<scores.length; i++) {</pre>
       max = (max<scores[i])? scores[i] : max;</pre>
       sum += scores[i];
    avg = (double) sum / studentScores.getStudentNum();
   System.out.println("최고 점수: " + max);
    System.out.println("평균 점수: " + avg);
```

## StudentScoreApp.java

```
public class StudentScoreApp extends App {
   StudentScoreService service = new StudentScoreService();
   @Override
   public void createMenu(Menu menu) {
       menu.add(new MenuItem("학생수", service::initScores));
       menu.add(new MenuItem("점수입력", service::getScores));
       menu.add(new MenuItem("점수리스트", service::printScores));
       menu.add(new MenuItem("분석", service::analize));
   public static void main(String[] args) {
       App app = new StudentScoreApp();
       app.run();
```