

Presentatie Goudkoorts MODL3

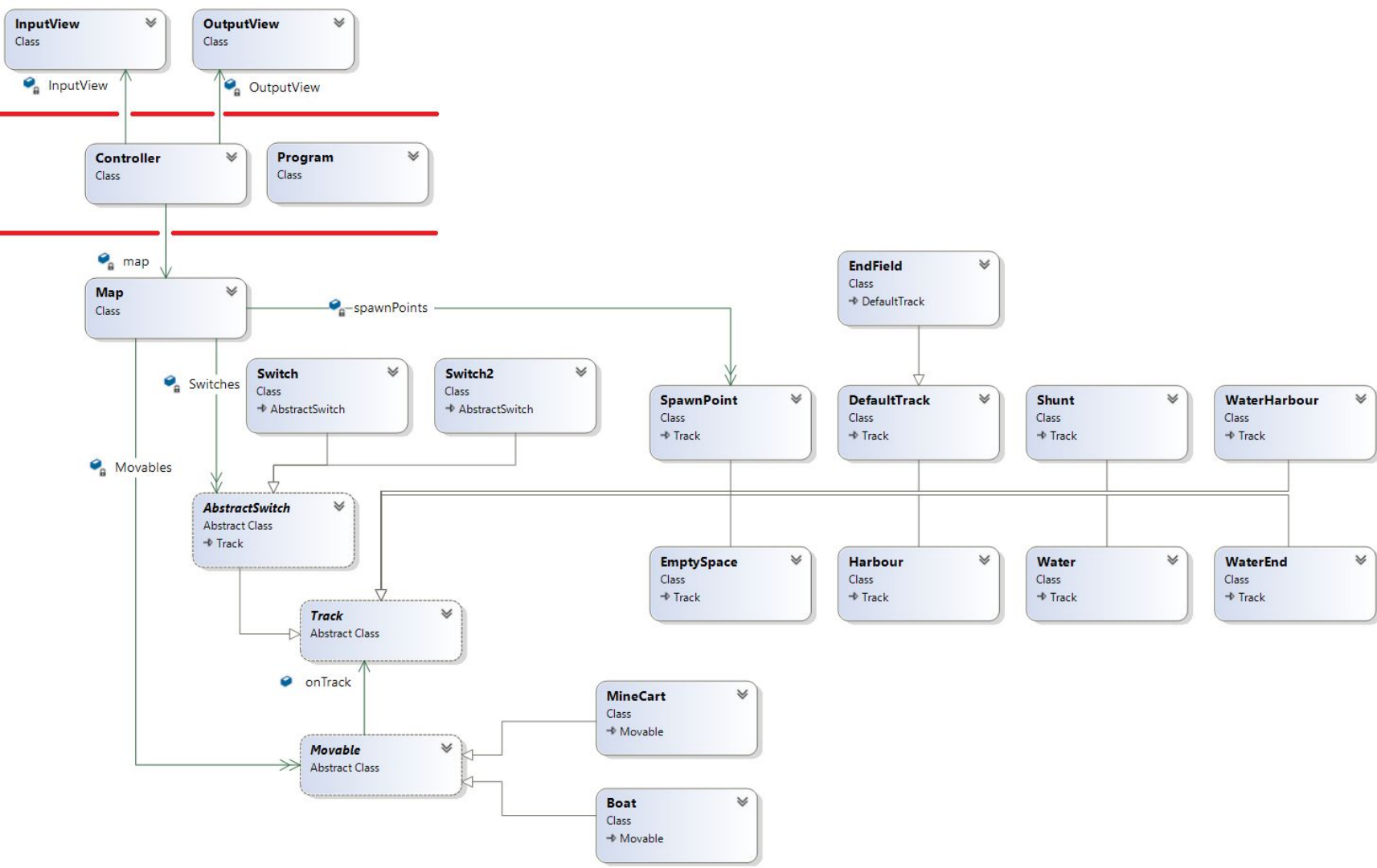
Door Marijn Oomens en Gijs Verwiel



Presentatie

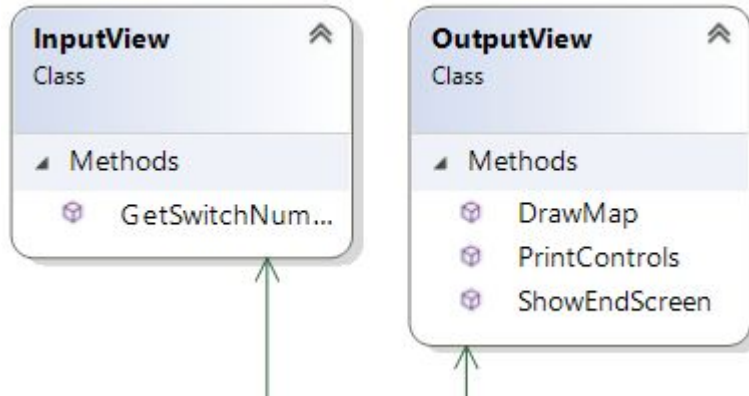
Proces

Model



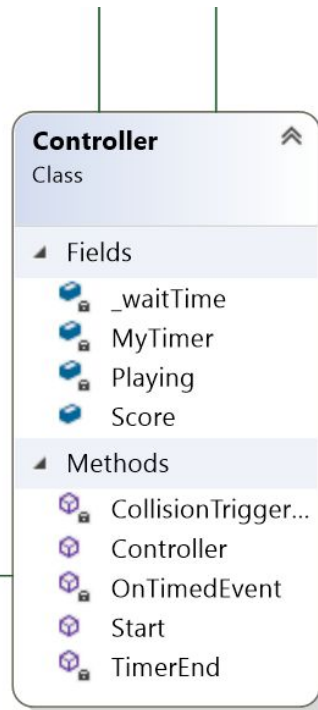
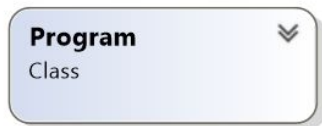


Presentatie laag

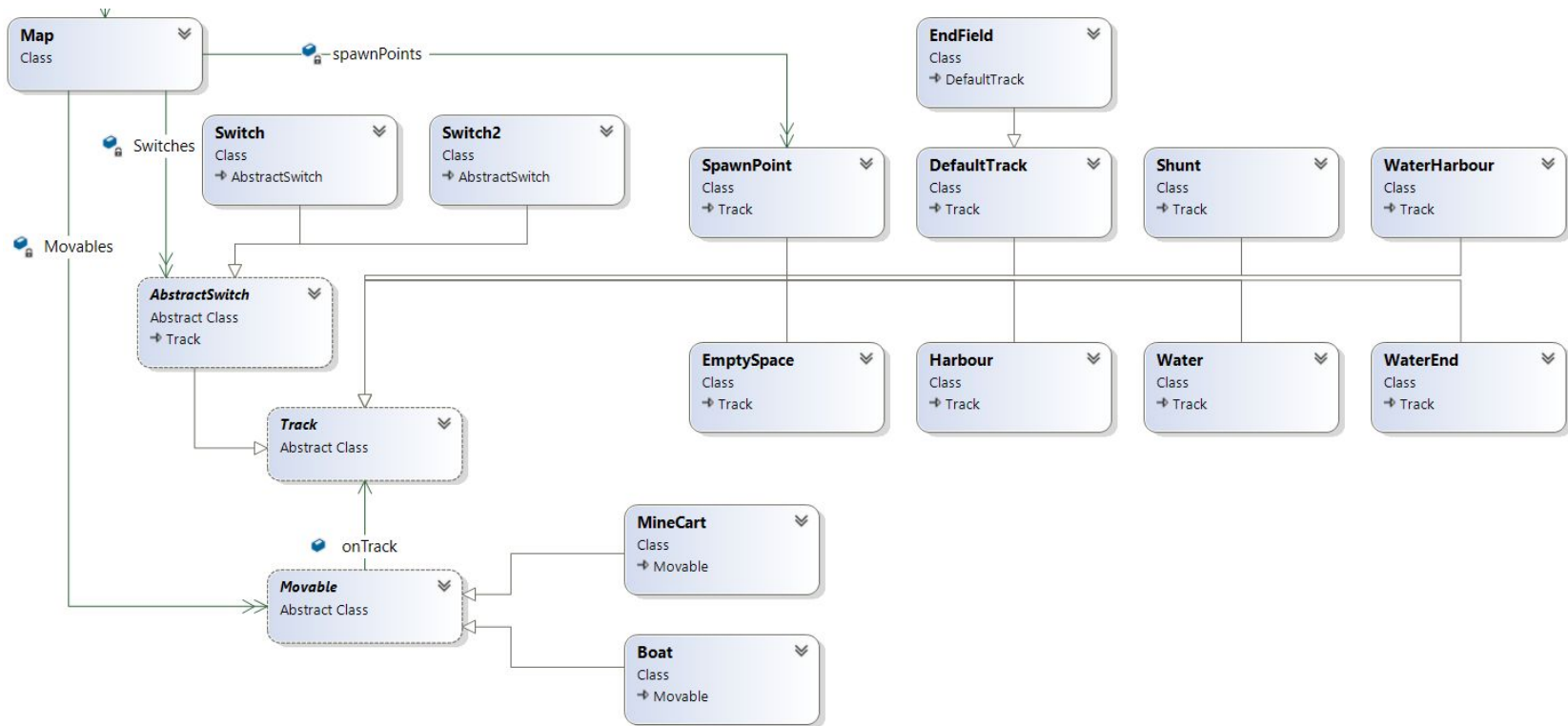




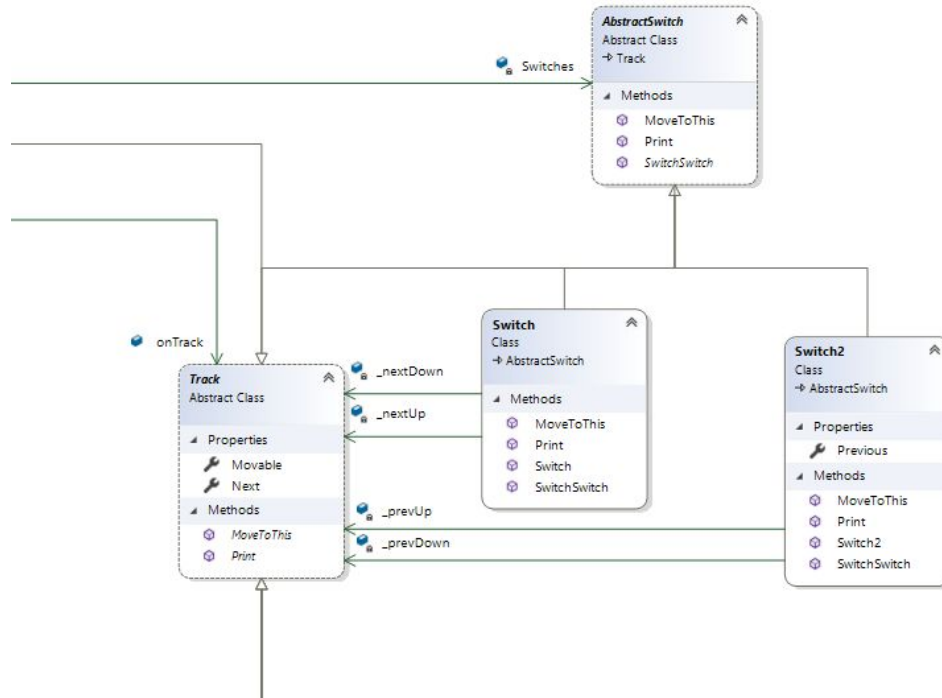
Proces laag



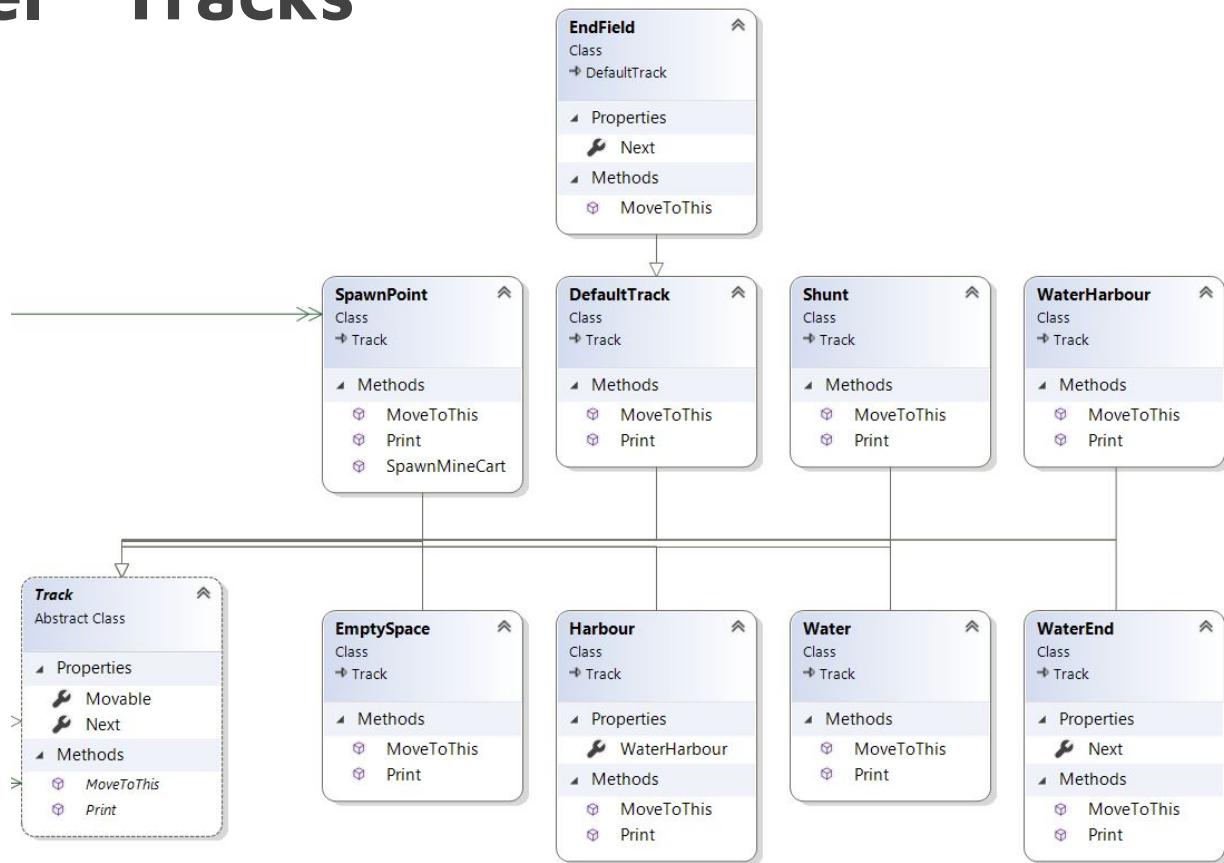
Model laag



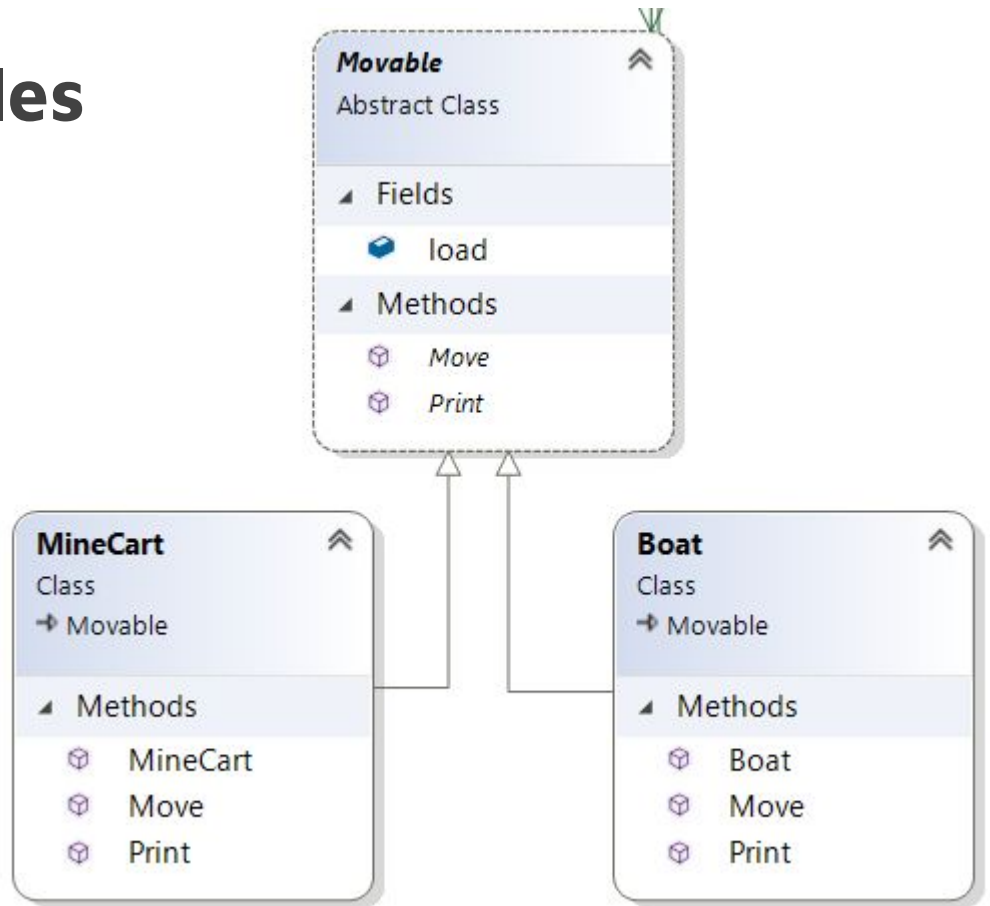
Model - Switches



Model - Tracks

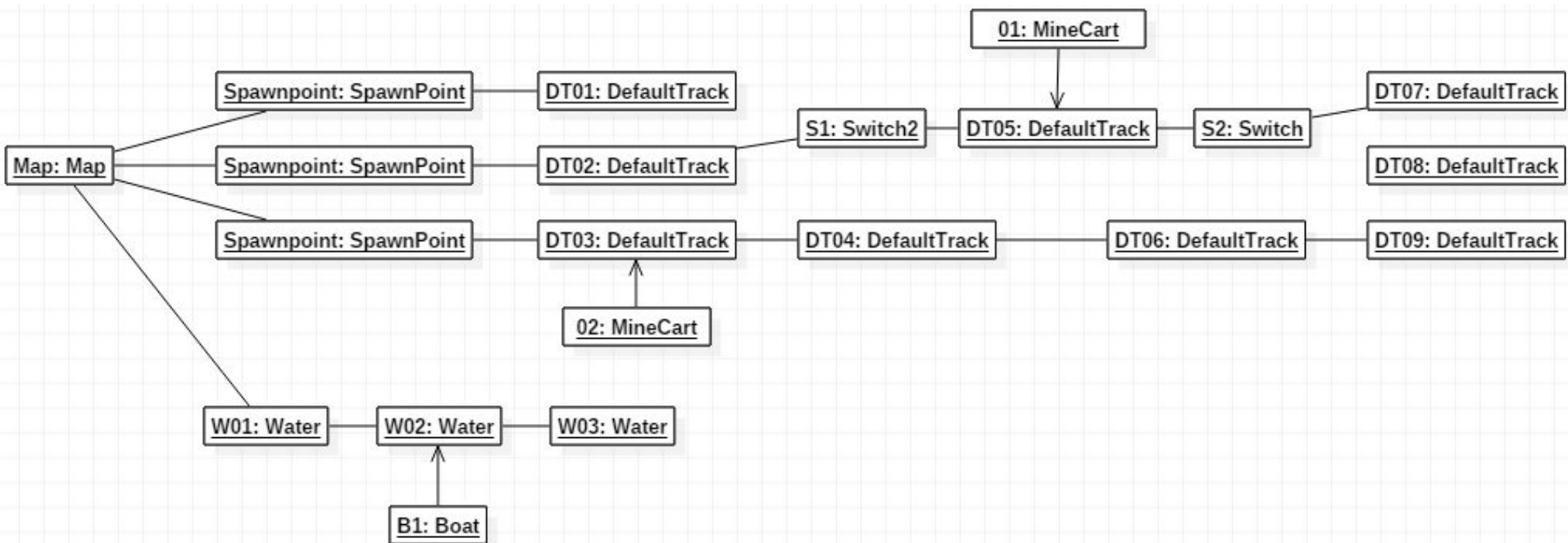


Model - Movables





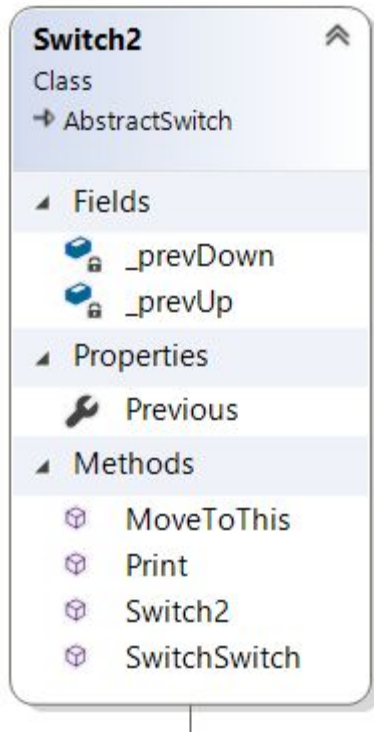
Datastructuur

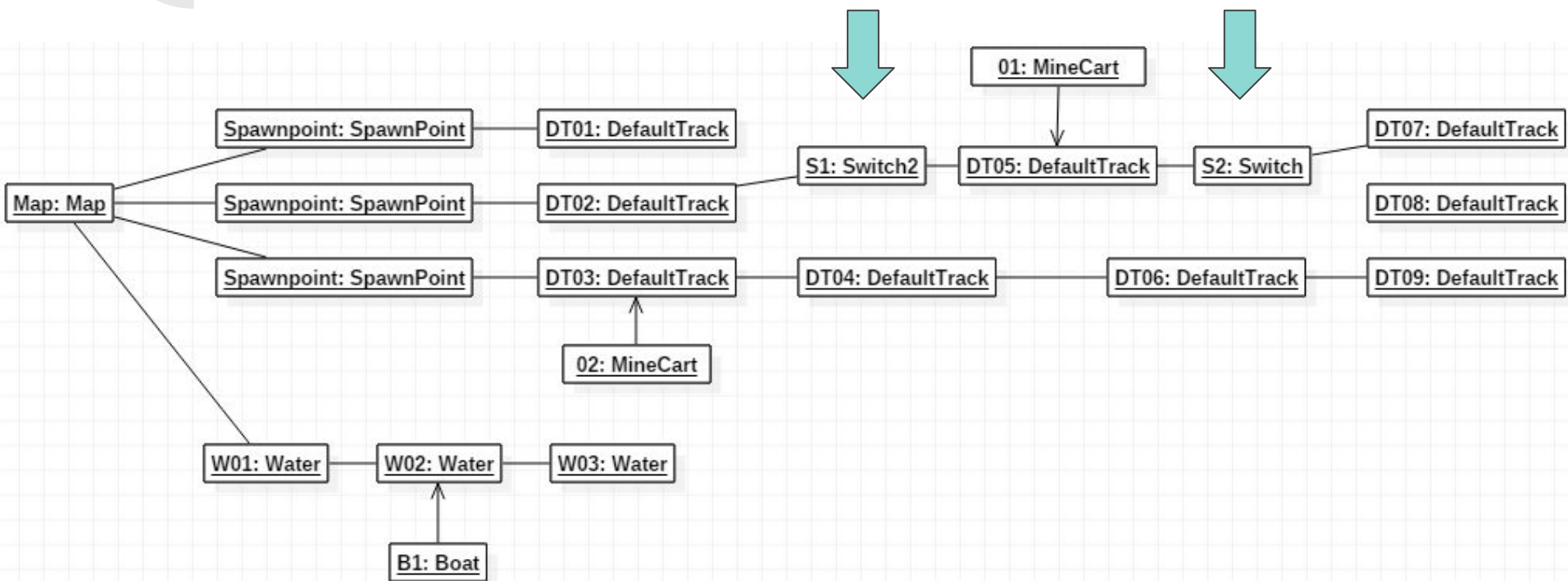




Switch2

- Enige object met een Previous
- De 2 mogelijke previous velden worden in de constructor meegegeven
- SwitchSwitch() handelt het wisselen af, en zet de next van de previous velden op de juiste waarde

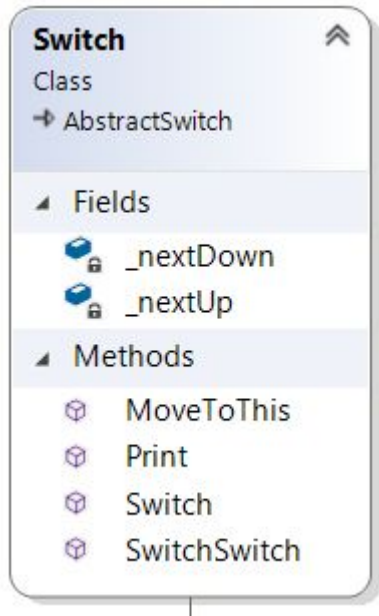


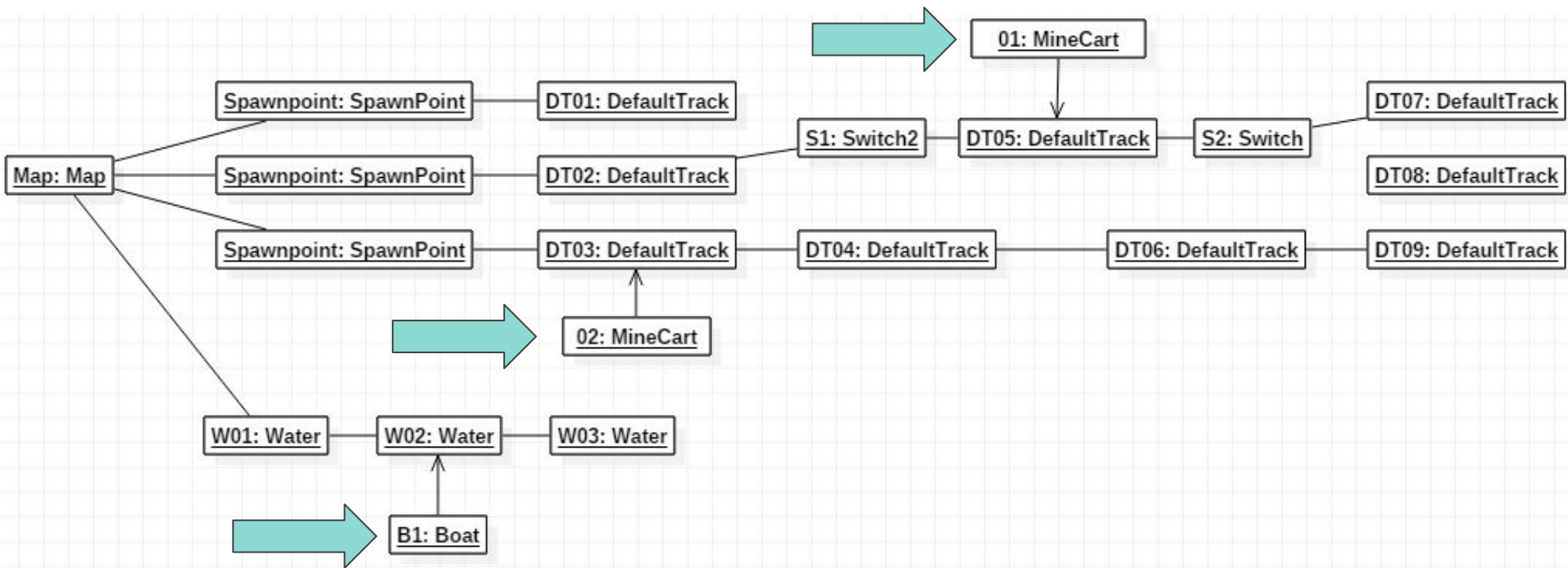




Switch

- Heeft een Next zoals alle Tracks
- De 2 mogelijke next velden worden in de constructor meegegeven
- SwitchSwitch() handelt het wisselen af





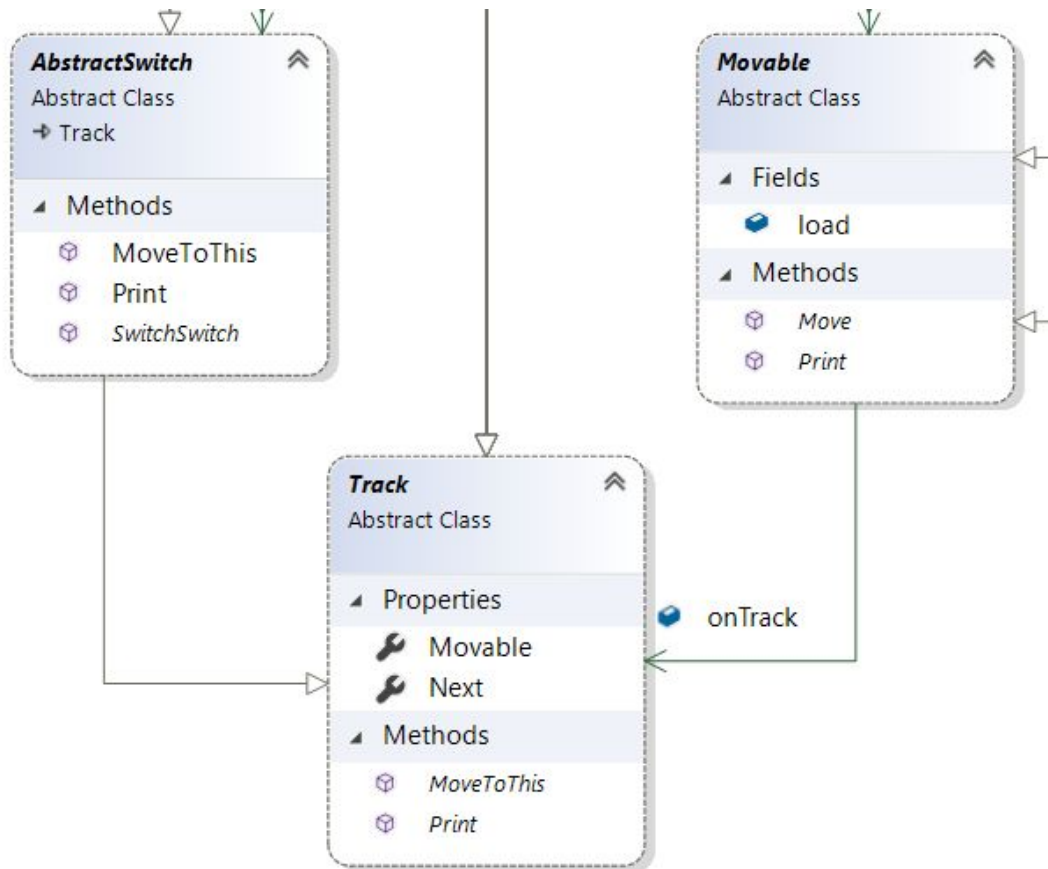


Polymorfisme

Track voor alle tracks

Dus AbstractSwitch erft ook
over van Track

Movable voor boten en
karretjes





Polymorfisme

```
public override void SwitchSwitch()
{
    if (Movable == null)
    {
        if (Next == _nextUp)
        {
            Next = _nextDown;
        }
        else
        {
            Next = _nextUp;
        }
    }
}
```

```
public override void SwitchSwitch()
{
    if (Movable == null)
    {
        if (Previous == _prevUp)
        {
            _prevUp.Next = null;
            _prevDown.Next = this;
            Previous = _prevDown;
        }
        else
        {
            _prevDown.Next = null;
            _prevUp.Next = this;
            Previous = _prevUp;
        }
    }
}
```



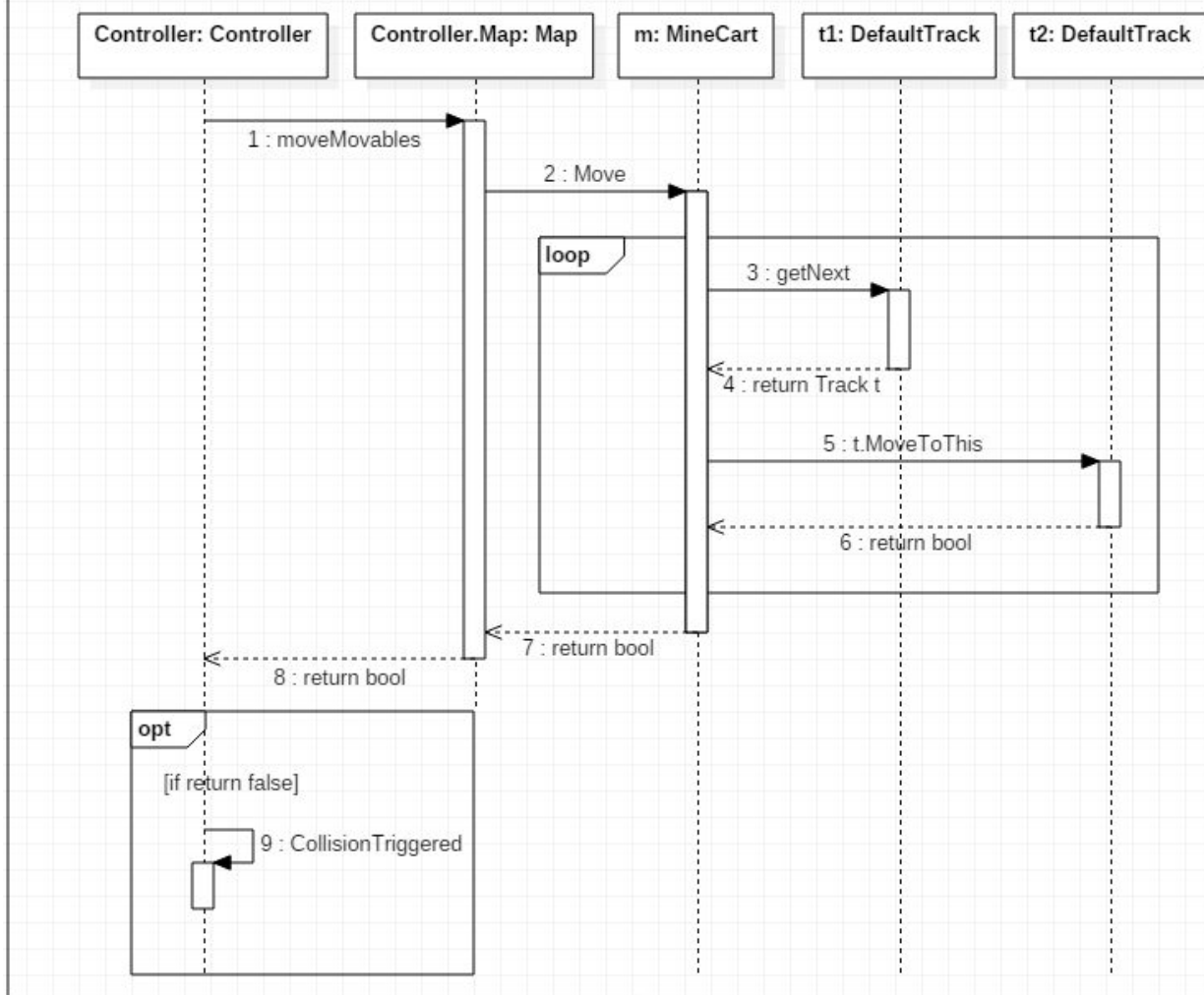
Polymorfisme

```
public class DefaultTrack : Track
{
    public override bool MoveToThis(Movable movable)
    {
        if (Movable == null)
        {
            Movable = movable;
            movable.onTrack.Movable = null;
            movable.onTrack = this;
            return true;
        }

        return false;
    }
}
```

```
public class EndField : DefaultTrack
{
    public override Track Next => null;

    public override bool MoveToThis(Movable movable)
    {
        movable.onTrack.Movable = null;
        return true;
    }
}
```

interaction Switch SQDiagram

