

Report of the workshop 1

Mathew Zahav Rodríguez Clavijo 20232020050

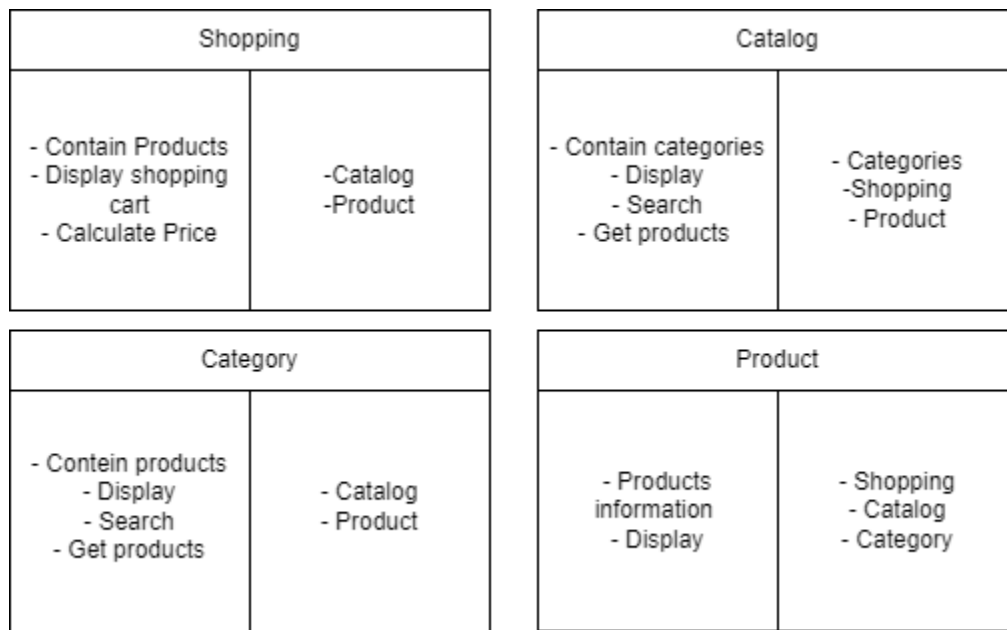
User history

For the creation of the program we interviewed some people to know what they would like to see in a catalog of electronic devices, for this we asked them what they were looking for, what they wanted to see, and why or why they wanted it. Respondents will be anonymous.

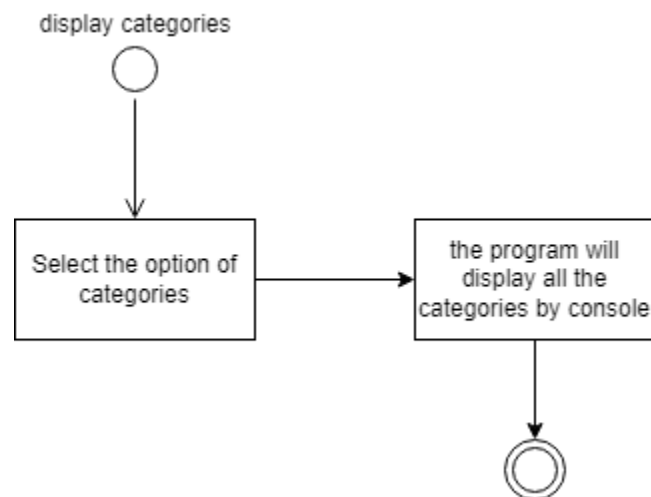
The user stories in this second workshop were not updated.

- As a programmer I want a raspberry pi for programming.
- As a programmer I want a keyboard for daily life.
- As a programmer I want a gamer computer for programming.
- As a programmer I want a TV for entertainment.
- As a programmer I want a multi-socket charger for daily life.
- As a student I want a rice cooker for everyday life.
- As a student I want a refrigerator for daily life.
- As a student I want a blender for daily life.
- As a student I want a blender for daily life.
- As a student I want a blender for daily life.
- As a programmer I want a processor for programming.
- As a programmer I want a ram memory for programming.
- As a programmer I want a screen for programming.
- As a programmer I want a SSD for programming
- As a programmer I want a console for entertainment.

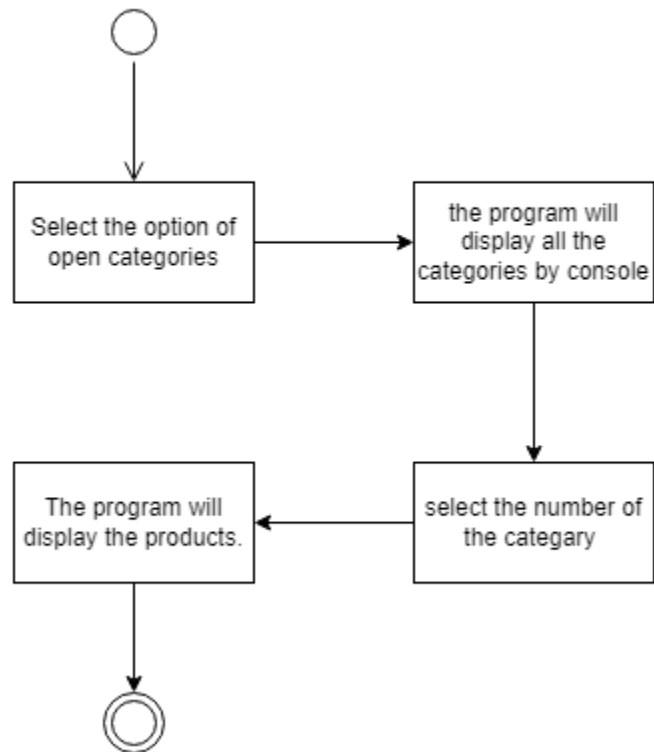
Diagrams Crc



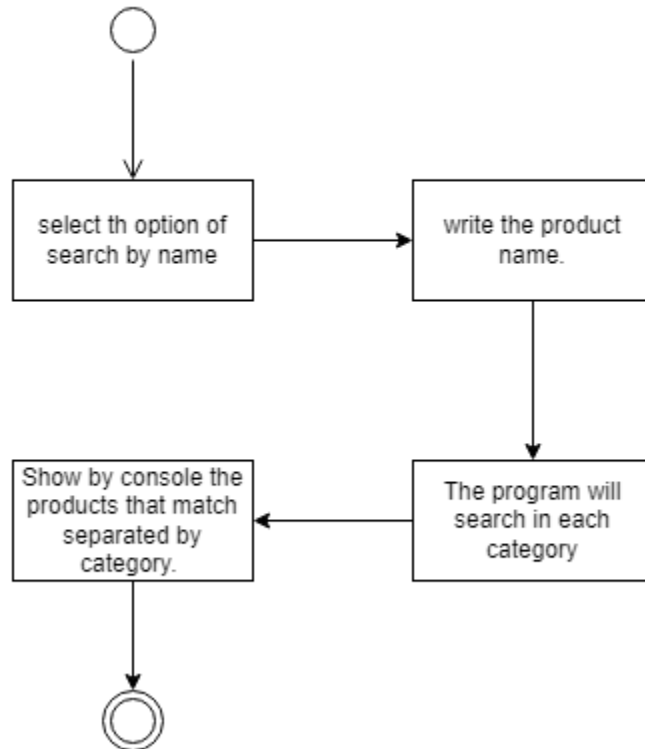
Activity diagrams



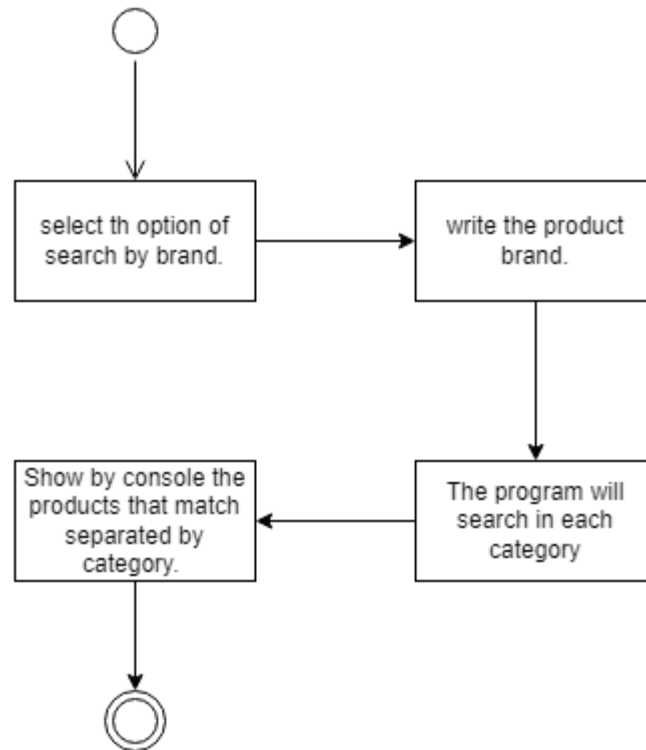
Display product of the category



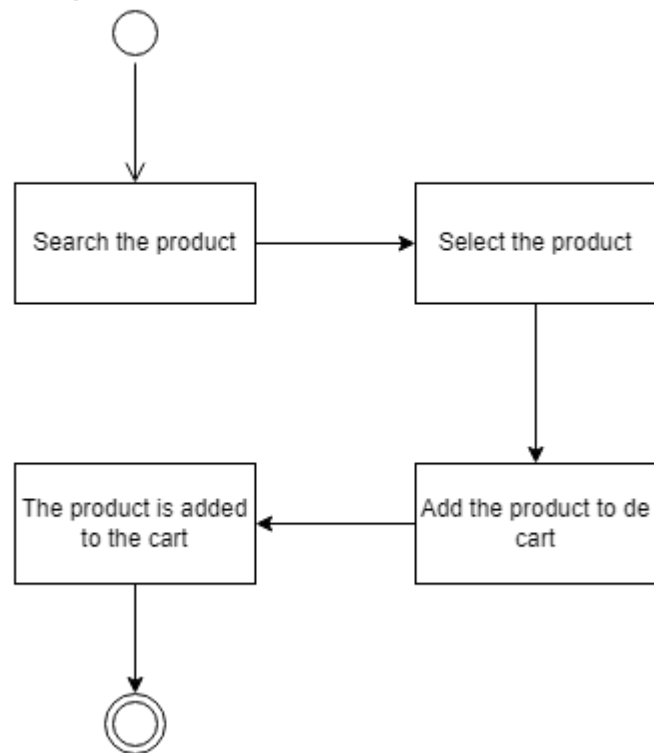
Search product by name.



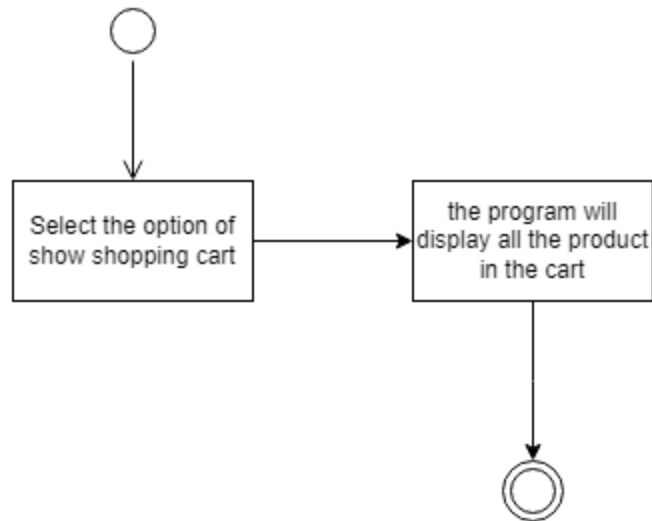
Search product by brand.



Add a product to the cart



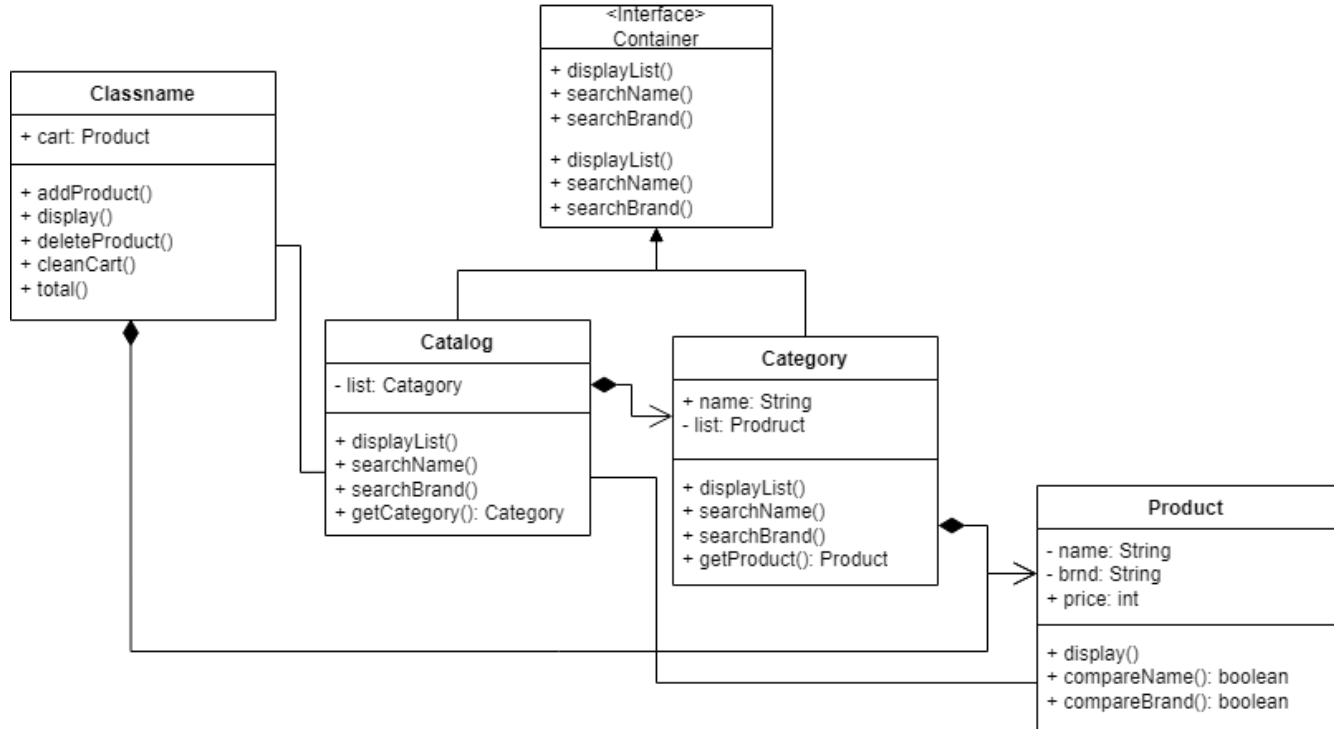
Display product of the shopping cart



Sequence diagram

The sequence diagram is not done.

Class diagram



The program's code was completely changed; another class was added, and the entire logic was modified in an attempt to apply some of the things the professor explained while doing the code for the first workshop. The previous code used more processor than memory, which has now been fixed.

As for the SOLID principles, they were not fully applied, mainly because I didn't know how to implement an interface in the program as required by Liskov Substitution. Regarding the object-oriented programming principles, most of them were partially fulfilled. Polymorphism was achieved by overloading methods in some classes, encapsulation in managing product information, and abstraction and encapsulation in handling an interface.

There were two major changes in the code. The first was adding the category class, which required me to reorganize the program. Personally, I think it's much better this way, and I like it more than the previous code. The second change was in the `main`; the previous one was very messy and disorganized, but the current one looks cleaner, and it doesn't show as much clutter as before.

Overall, I liked how the program turned out, although it's incomplete because some requirements for workshop 2 were not met.

