

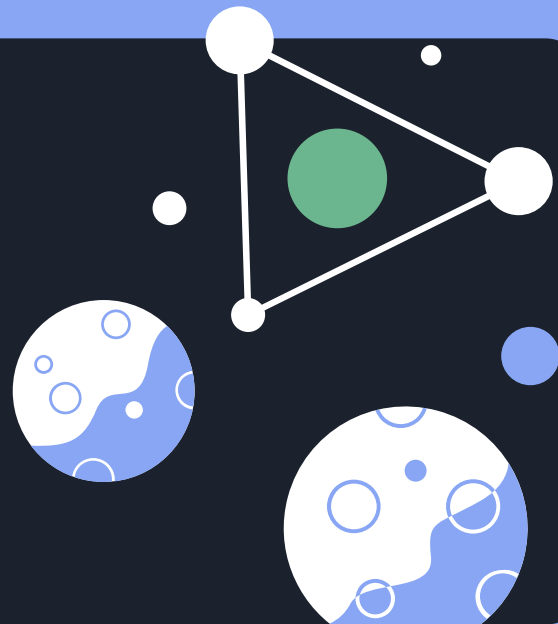
Editor2D

Gruppo 02

Dell'Oca Mattia, Di Bello Luca, Nolli Manuele

Link per scaricare il video:

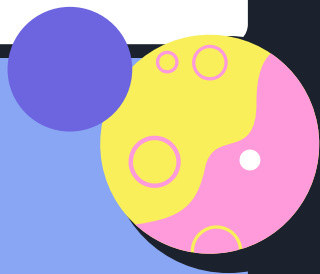
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Motivazione e contesto

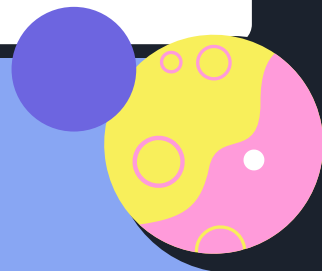
- Sviluppo applicazione multiplatforma in Java
- Metodologia SCRUM
- Lavoro in team
- Utilizzo di pattern architetturali e di design
- Software testing
- Distribuzione con .jar





Problema

- Sviluppo di un editor immagini 2D
- Architettura a strati
- Compatibilità con formati PXM
- Filtri rescaling, RGB to grayscale, kernel based, color based
- Interfaccia grafica
- Test backend e frontend





Approccio al problema

Metodologia SCRUM

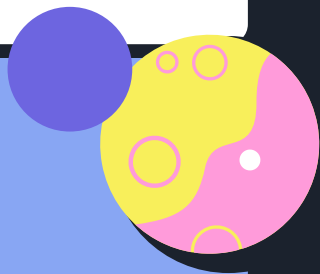
- Utilizzo di SCM
- Sprint di 2 settimane (5 sprint, ~25 punti)
- Assegnazione punti con SCRUM poker



Approccio al problema

Pattern back-end

- Strategy
- Chain of responsibility
- Pipeline

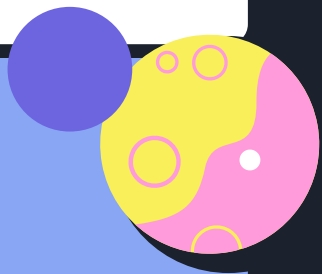




Approccio al problema

Pattern front-end

- Pattern MVC
- Command
- Mediator
- Memento
- Singleton
- Factory method
- Observer

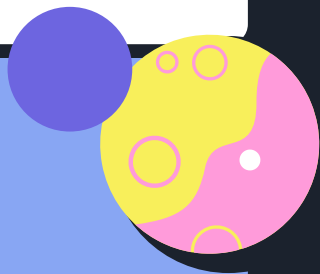




Approccio al problema

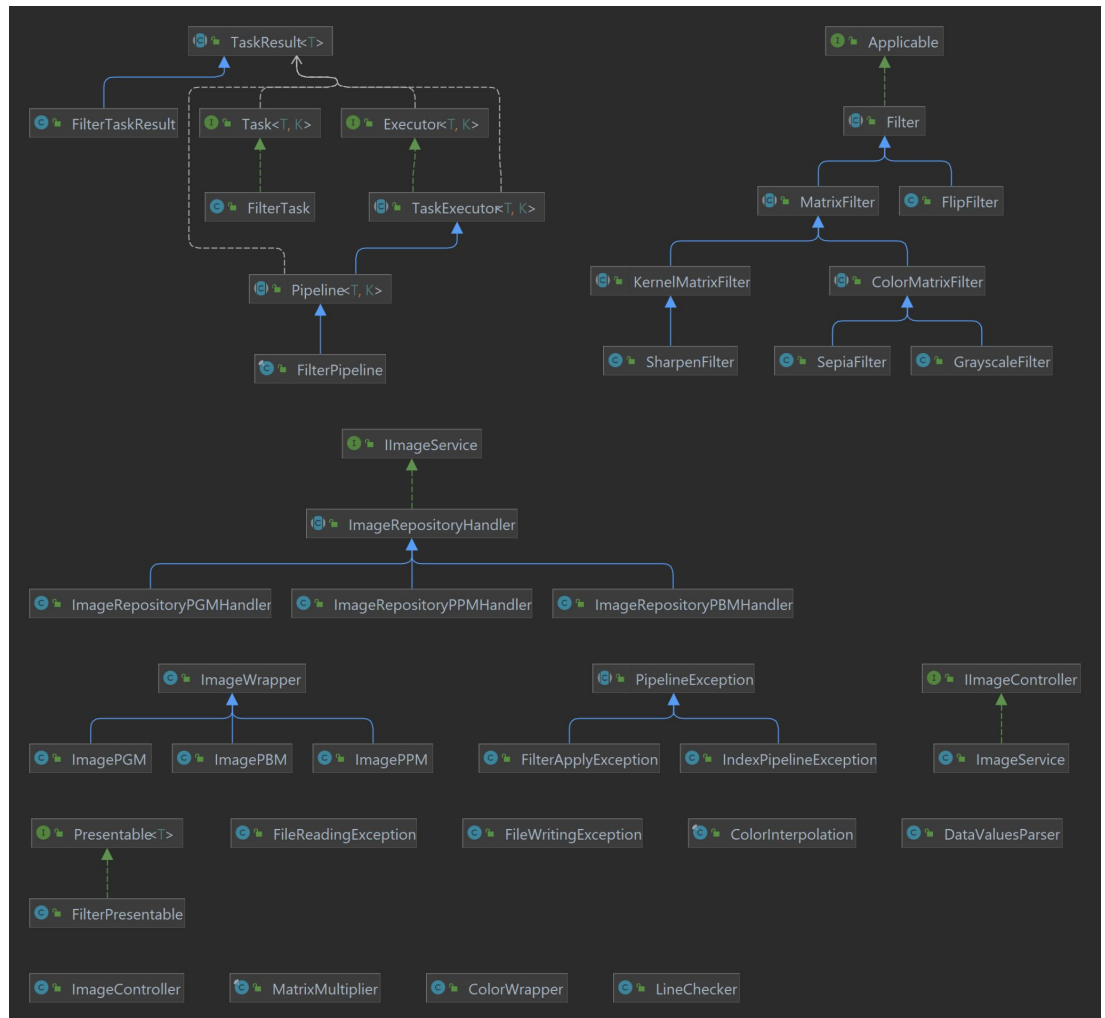
Testing

- Backend: unit testing con Junit
- Frontend: end-to-end testing con TestFx



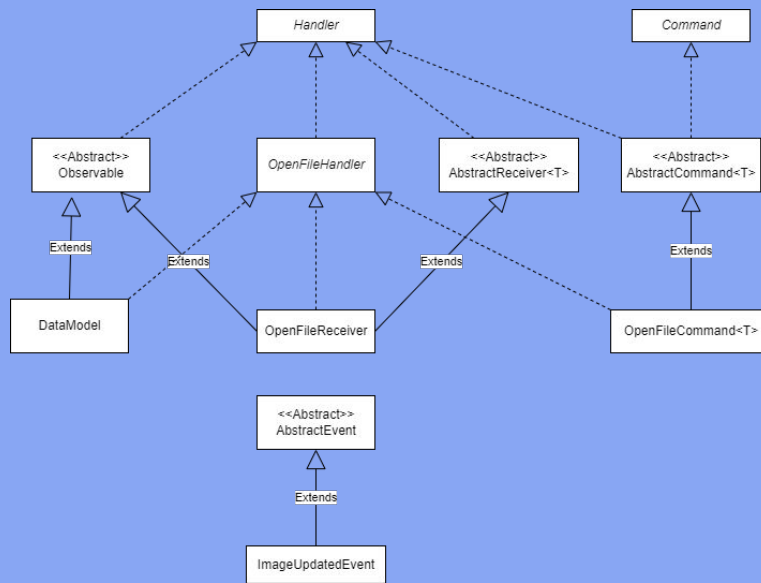
Approccio al problema

Diagramma UML backend

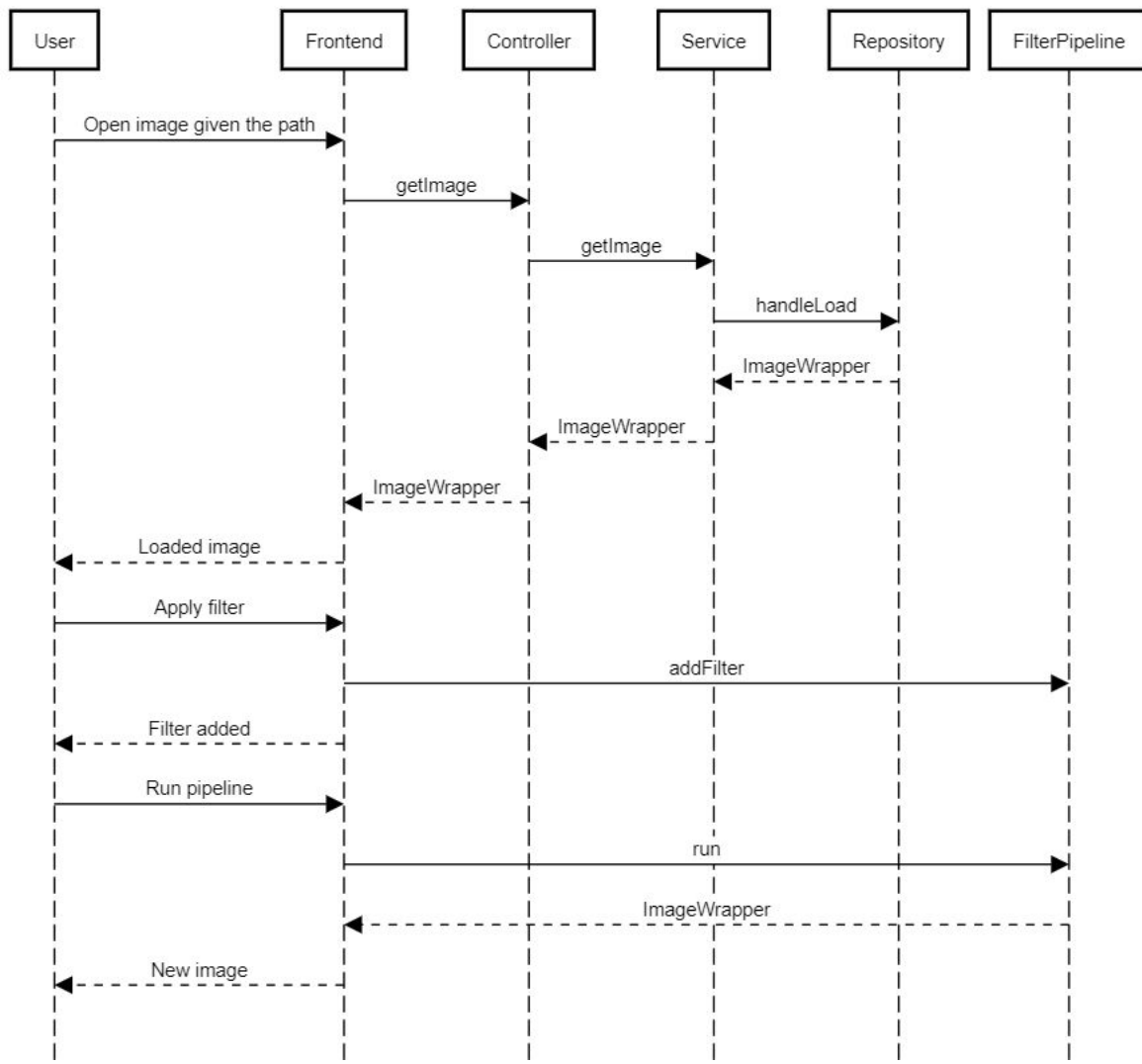
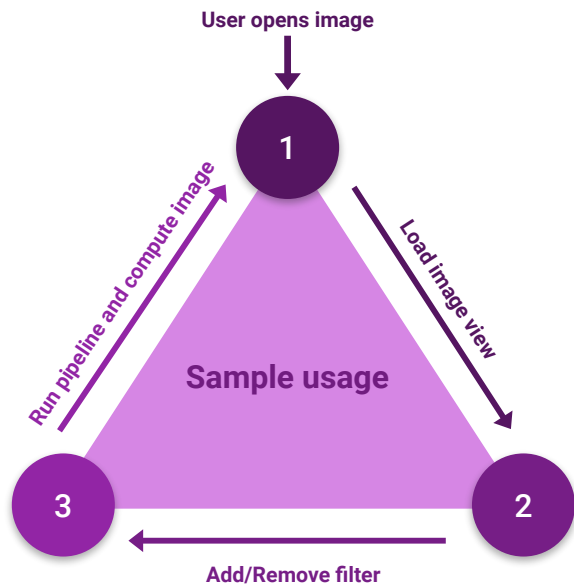


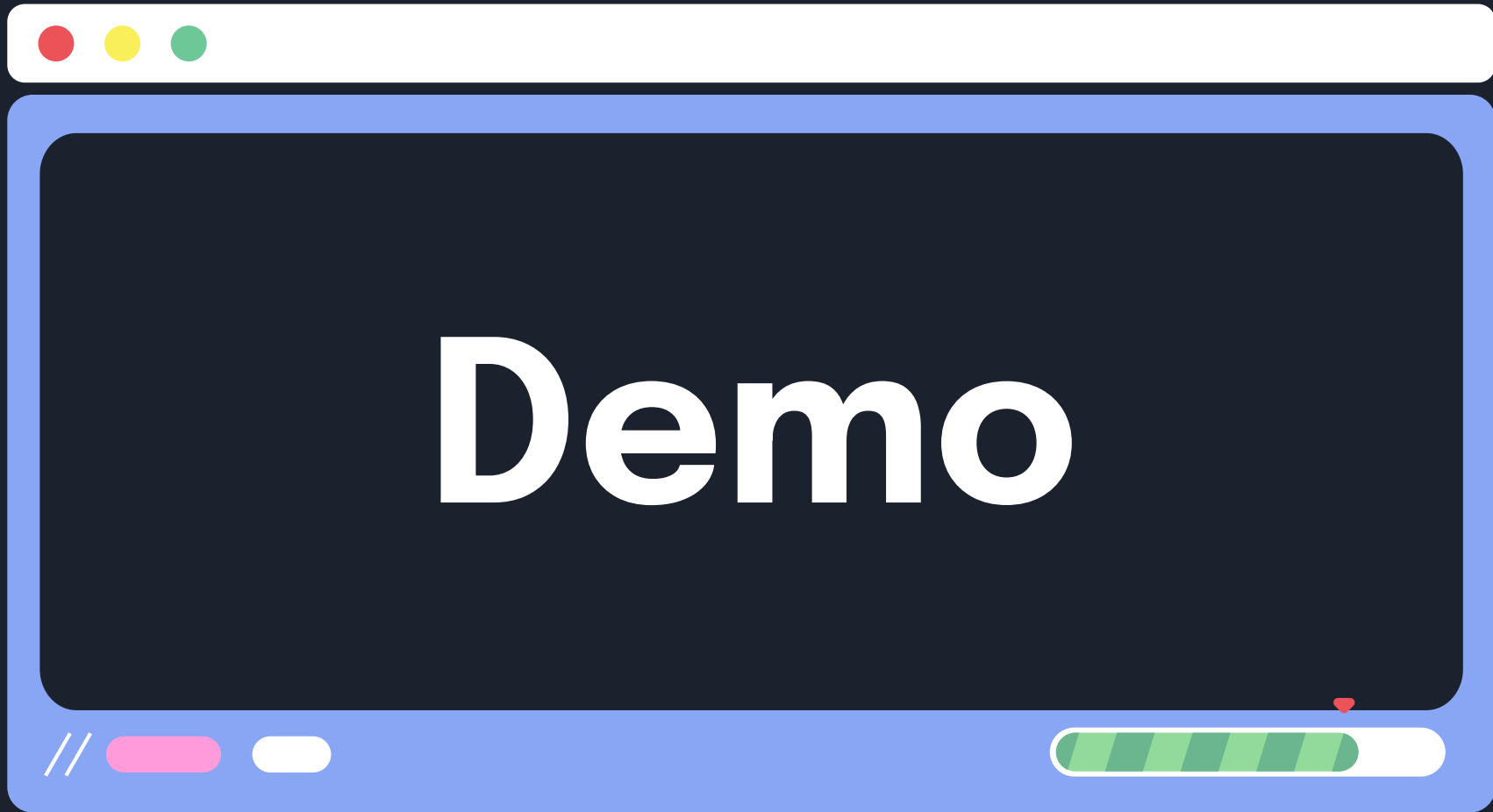
Approccio al problema

Diagramma UML frontend - command pattern



Sequence Diagram

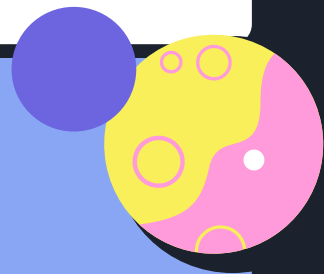






Conclusioni

- Requisiti soddisfatti
- Approccio allo sviluppo con pattern
- Difficoltà nel mantenere costanza
- Limitazioni
- Sviluppi futuri





Grazie!

Editor2D – Gruppo02

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