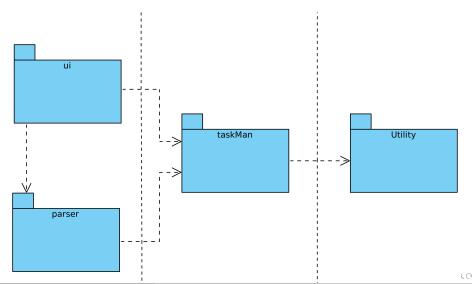
# Software ontwerp: iteratie 2 (groep 8)

André Jacobs Menno Keustermans Bruno Lannoo Thomas Marcelis

# Packages: overzicht

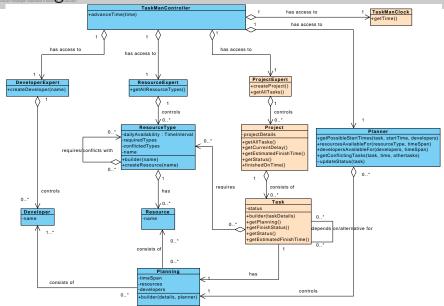
Visual Paradigm Standard Edition(K.U.Leuven)



Groep 8 (KULeuven)

Software ontwerp: iteratie 2

## Class diagram: overzicht



## Refactoring: veel constructoren

#### **Builders**

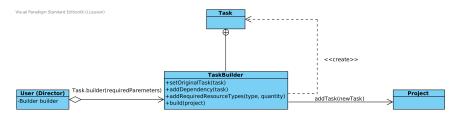
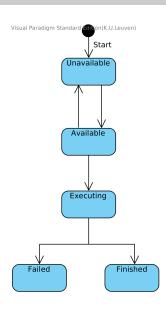


Figure : Voorbeeld van builder in Task

# Refactoring: status opslaan



- State pattern
- overgangen worden afgehandeld in enum klasse

Probleem: planningen

Probleem: simulatie

#### Extensions

WorkTime

Developers

Utility package

Toepassing van GRASP-patterns

### Testing

- Unit testing: om corner cases te testen
- Use Case testing: succes scenarios getest
- □ p src
  - 🕀 🛺 parser
  - 🕀 🌐 taskManager
  - 🕀 🌐 ui
  - 🕀 🌐 ui.exception
- - 🕀 🖶 parser
  - 🕀 🌐 taskManager
  - ⊕ useCase

### Overview Projectmanagement

Design coördinator: Bruno

Domain coördinator: Menno

Test coördinator: Thomas

#### volgende iteratie:

Design coördinator: Thomas

Domain coördinator: André

Test coördinator: Menno

	Individueel werk	Study	Groepswerk
Andre	15	5	56
Bruno	17	13	56
Menno	20	6	56
Thomas	13	5	56