

CSC207 Project Improvements

- Used inheritance between use cases, managers now inherit their utilities and provide additional functionality. Polymorphism is used when applicable possible to only depend on the Utility class.
- Refactored controllers to no longer depend on hardcoded strings. Since our program uses localization, strings are no longer hard-coded and can be changed through resources. Controllers set property error messages representing errors that need to be shown.
- Changed the program to store Entities in use cases. Using dependency injection in use cases in order to follow clean architecture and provide an interface for input port (save method) and an interface for output port (populate method).
- Refactored Trade entity to store to be able to support any number of trades. Use cases were further changed to be able to handle multi-way trades. While for time purposes, we did not choose to add the multi-way trade extension (we added 6 other non-mandatory extensions), it should be straightforward to extend the program to support additional types of trades.
- Improve Session managing by adding a “SessionManager” entity instead of storing the current account