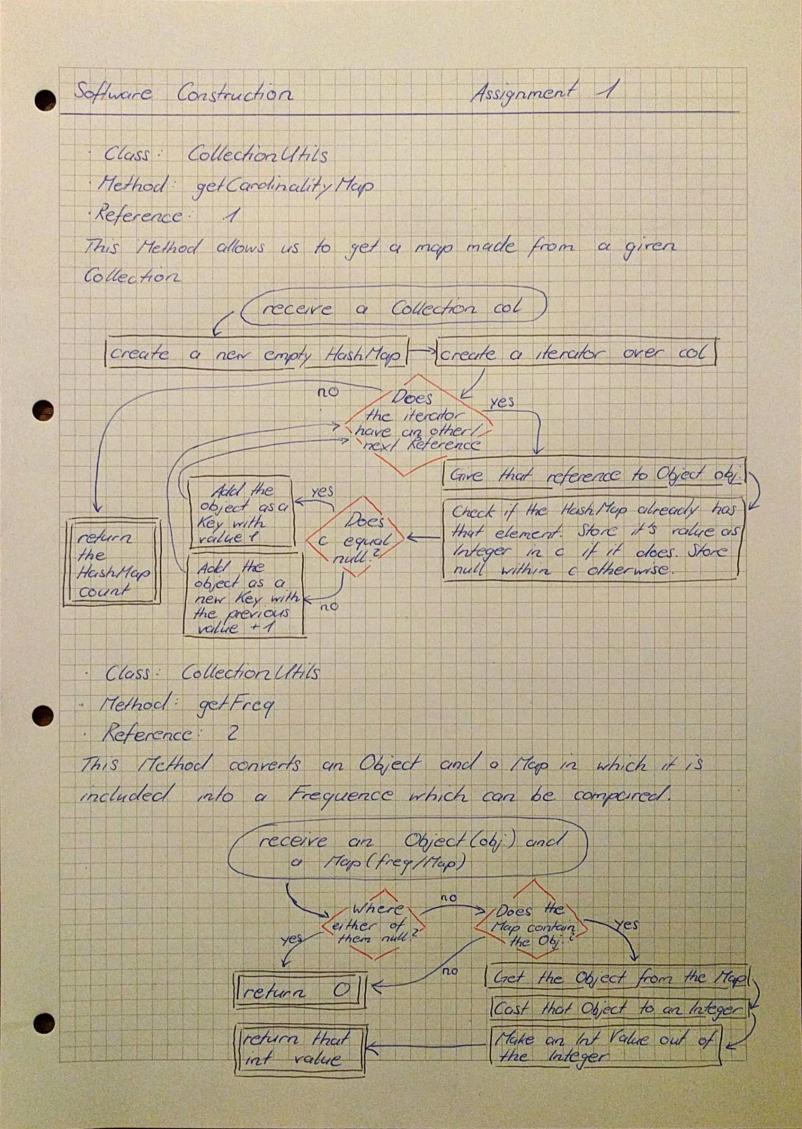


Assignment 1 Software Construction Class Centered Table Builder Method fill Toble This method draws the table given to it in a centered way (at the first and last cell per now there is more space) unlike the standard method which is being overritten. receive a table get all the sizes of the rows find the best suited size of widgets by row repeat for each row ... get the previously determined a size of this row determine how much space each widget in the row gets determine if this is the first non repeat for each widget in this row. Safe the current widget in I not done this cell 15 this the first Widget 20 20 in this row! The next widget the last widget can't be the fist. in this rox expand the cell expand the cell to the right to the left. .. when done with each widget draw the ... When done with all rows, terminate

Assignment 1 Software Construction Class Standard Table Builder Method fill Table This method allows it's caller to standarize a given table by filling the spaces who are not needed for widget. receive a table) get all the sizes of the rows find the best suited number of widgets per row repeat for each now ... not done get the previously determined size of this row determine how much space & done each widget in the row gets repeat for each vidget in this row ... done safe the current widget and I not done it's size in this cell ... when done with each widget draw the row ... when done with all rows, terminate.

Software Construction Assignment 1 Class Collection Utils Method is Equal Collection This provided method adds whilly for a caller since he can compaire Collection with each other thanks to it. get two Collections a and b) their sizell Method return the same ratue?) yes create new Object/Hap 1 [from/for a (call it mapa) create new Object/Myp 1 from/for b (call it maps) no Does their sice() Method return the same ratue ? yes create an Herator that holds all the Keys to all the Object in mapa (aull it it) "it" has stored? yes yes create a new Object return folse return true with the reference to 1. Get the Frequency of the 2 Get the Frequency of the object in Mapa 3. Do both Frequencies motch? no

1, 2 these two procedures are explained in generaler detail on the pages up ahead.



Assignment 1 Software Construction Legend: (Header) Choice Task [Loop | [final State |