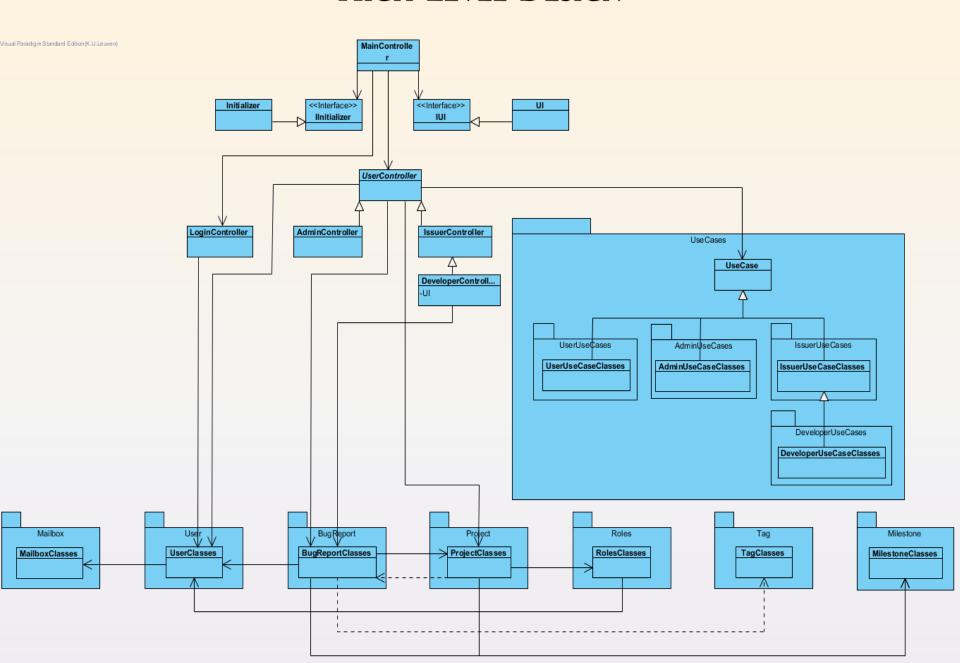
SOFTWARE-DEVELOPMENT

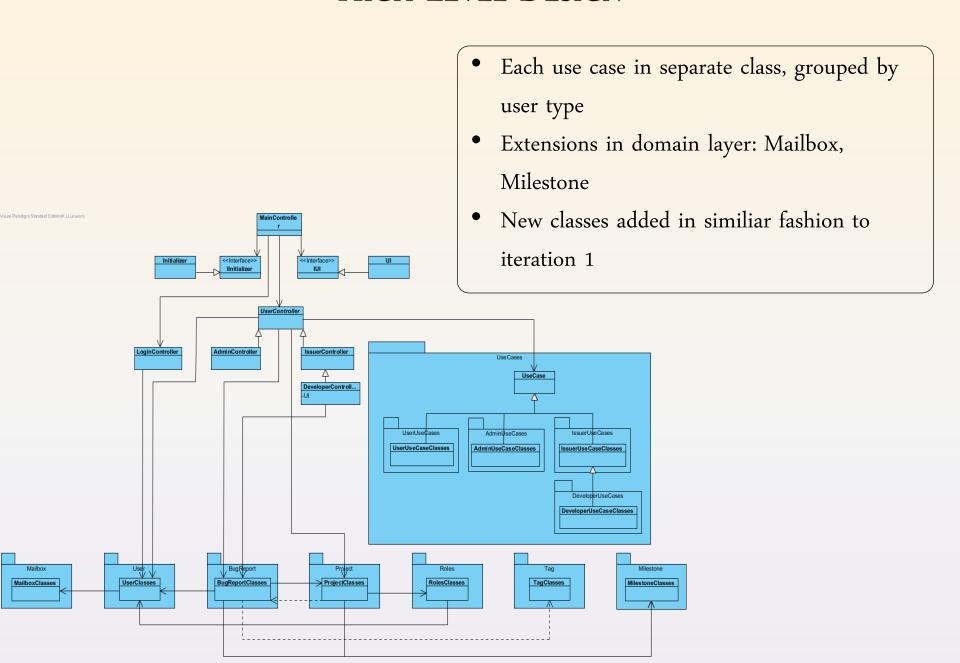
PRESENTATION: ITERATION 2

Karina Karapetyan
Laurens Cleemput
Tom Houben
Tri Tran

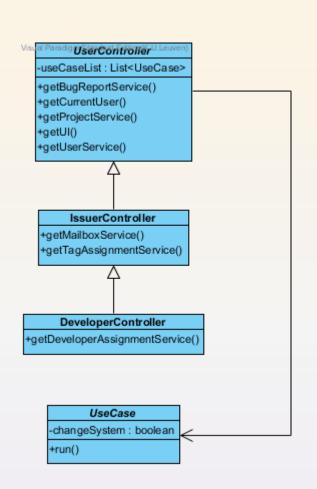
HIGH LEVEL DESIGN

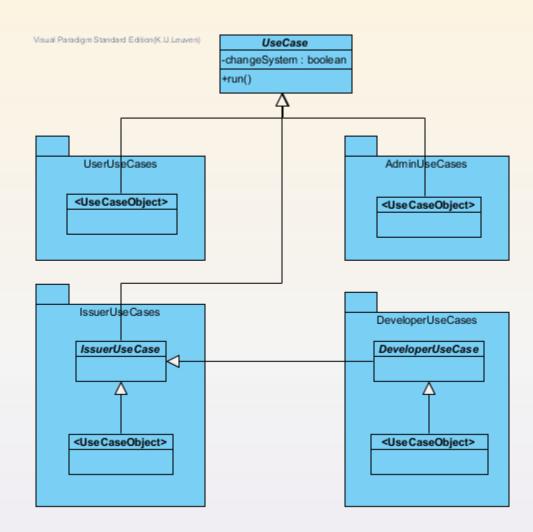


HIGH LEVEL DESIGN

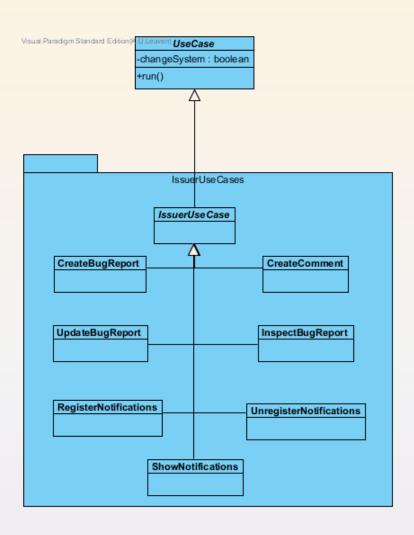


USE CASES

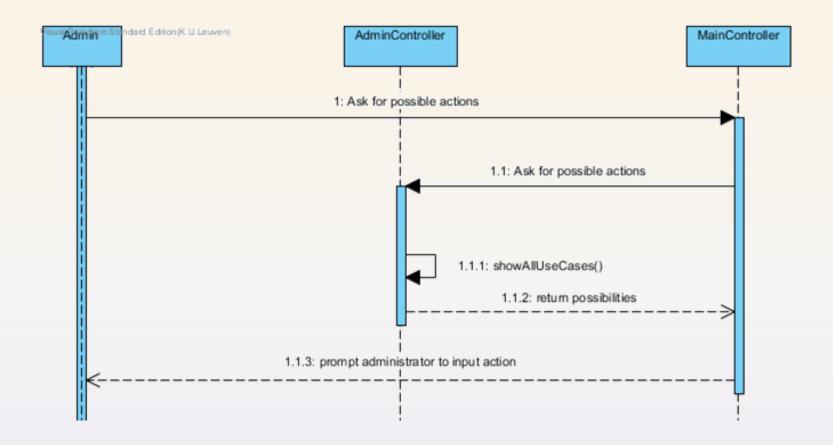




USE CASES: EXAMPLE



USE CASES: EXAMPLE

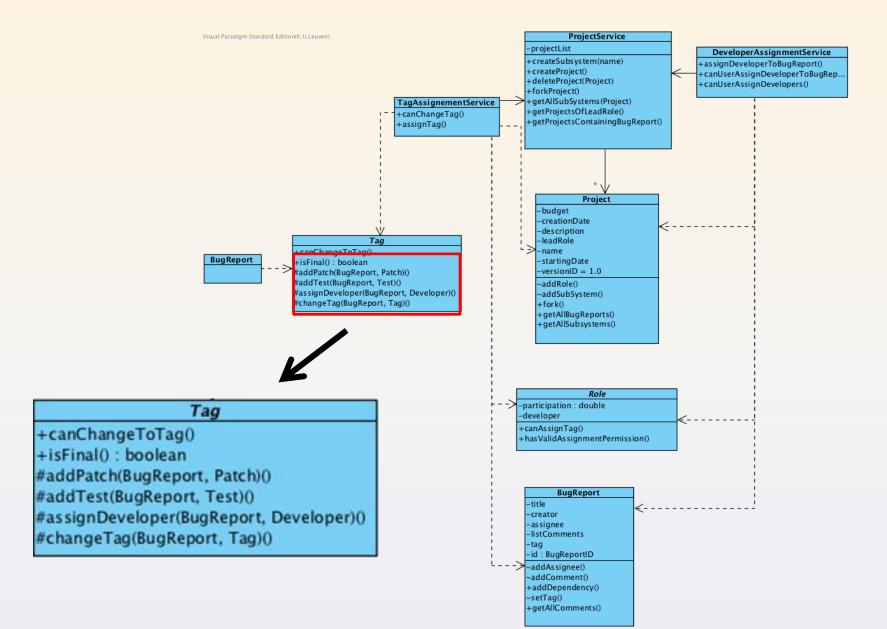


STATE PATTERN

Tags are STATES

The behaviour of a bugreport depends on the tag assigned to it

USAGE OF THE DOMAIN LAYER



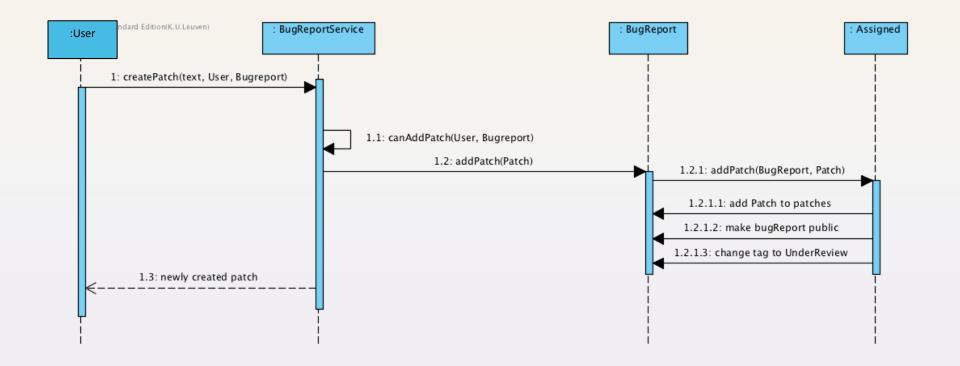
STATE PATTERN: ABSTRACT

BugReport calls Tag to execute the function



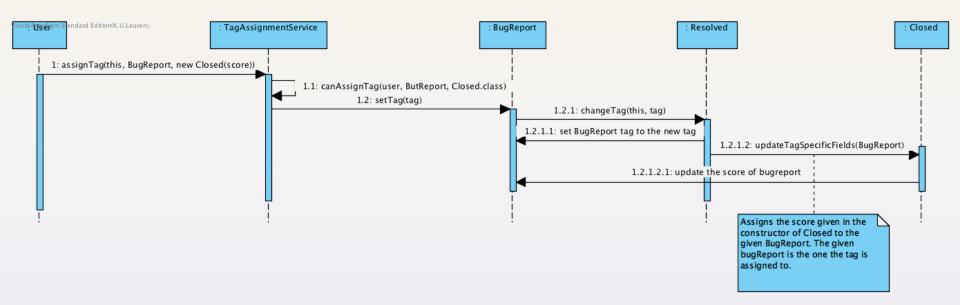
STATE PATTERN: CONCRETE EXAMPLE

"[...] after the first patch, the tag of the bug report at stake transitions from Assigned to UnderReview." "When a bug report is created, it can be marked as private. [...] Once the first patch is submitted for the bug report, it is visible for all the users of BugTrap."



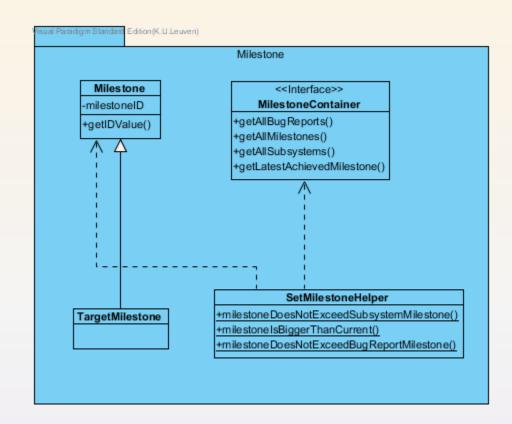
TAG SPECIFIC INFROMATION

"As a final step, the creator of a resolved bug report can close it (i.e. assign the tag Closed) by specifying how satisfied he is with the solution."

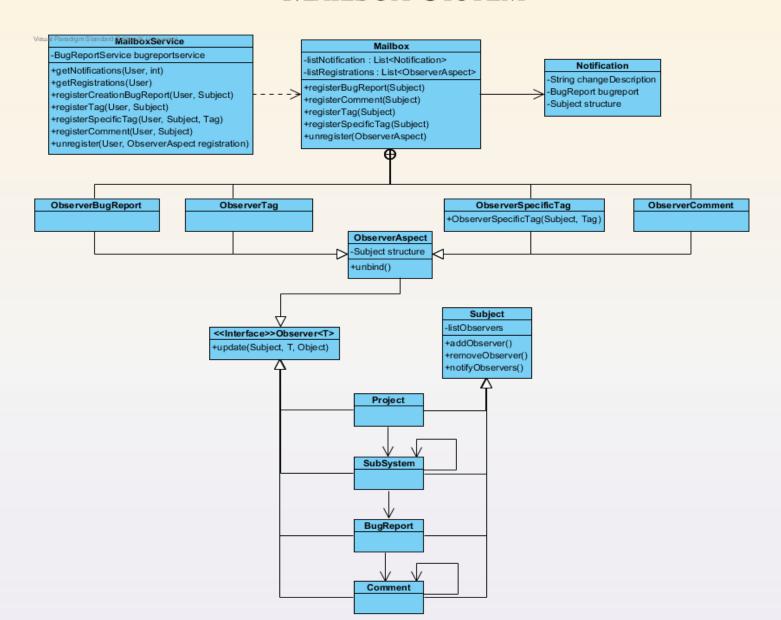


MILESTONES

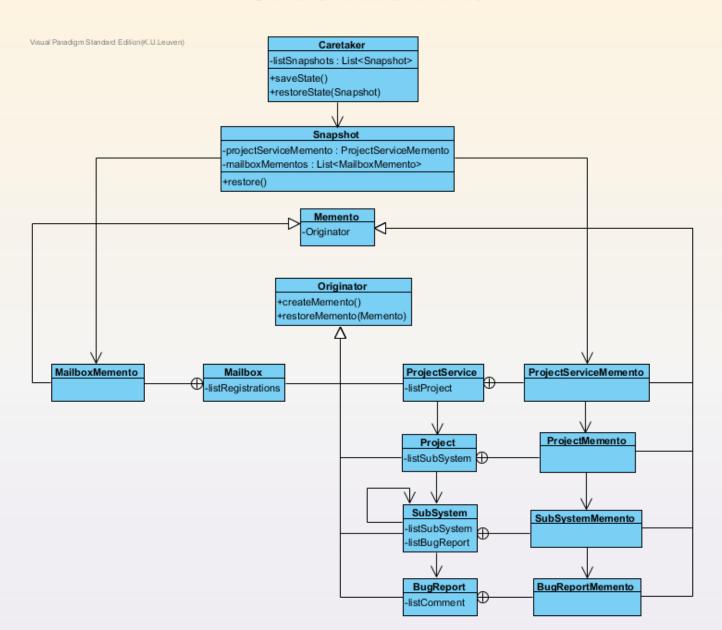
- Milestone = separate object
 Assigned to a project, subsystem or bug report
 (Target milestone)
- Separate class for target milestone
 poptional, always initialized with a specific milestone (# "M0")
- Container \rightarrow needed for checkers
- Helper \rightarrow provides checkers for milestone



MAILBOX SYSTEM



UNDO MECHANISM



EXTENSIBILITY OF THE SYSTEM:

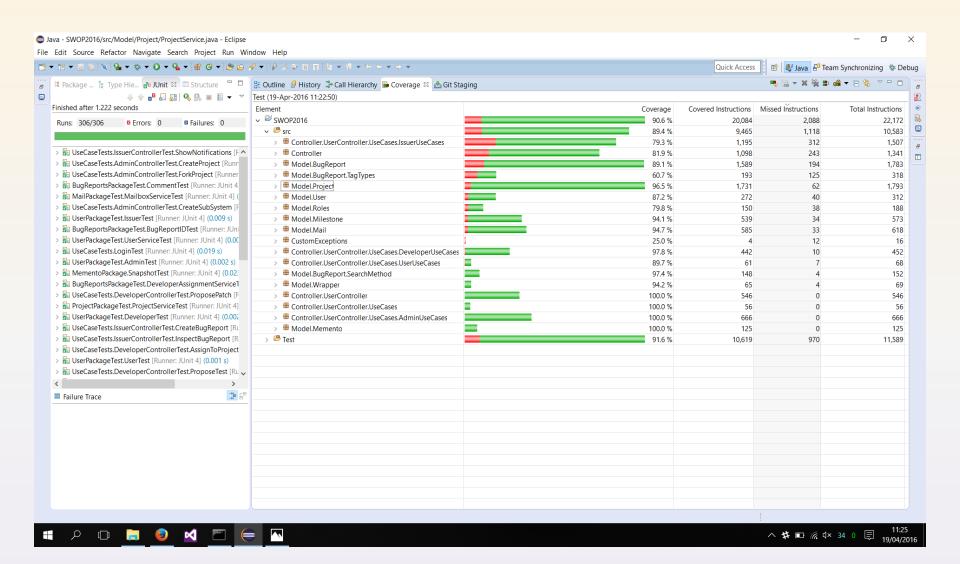
- Adding use cases
- UI is still completely independent
- Interface for the Initializer
- Adding constraints to a specific tag
- Adding new registration types (for mailboxes) = adding new observers
- Search methods for bug reports = strategy pattern
- Adding new objects that could be undone
- Little changes were needed to implement iteration 2 -> great extensibility of our code from iteration 1

POSSIBLE IMPROVEMENTS

• Mailbox creates Observers, could be a task of the MailboxService

• Milestone: improvements in the code and structure

TESTING APPROACH



QUESTIONS?



PROJECT MANAGEMENT

KARINA KARAPETYAN

Group work: 31h Individual Work: 20h Study: 7h

LAURENS CLEEMPUT

Group work: 31h Individual Work: 23h Study: 6h

TOM HOUBEN

Group work: 31h Individual Work: 15h Study: 4h

Tri Tran

Group work: 31h Individual Work: 51h Study: 14h

ROLES

	ITERATIE 1	ITERATIE 2	ITERATIE 3
DESIGN COORDINATOR	KARINA KARAPETYAN LAURENS CLEEMPUT	Tom Houben Karina Karapetyan	TRI TRAN TOM HOUBEN
TESTING COORDINATOR	TRI TRAN	LAURENS CLEEMPUT	KARINA KARAPETYAN
Domain Coordinator	TOM HOUBEN	TRI TRAN	LAURENS CLEEMPUT