



GALWAY MAYO INSTITUTE OF TECHNOLOGY, DUBLIN
RD CAMPUS

ADVANCED OBJECT-ORIENTED DESIGN PRINCIPLES AND
PATTERNS PROJECT README

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Chapter 1

Assignment

When creating my application I decided to use the JavaFX library to create a simple graphical user interface for the end user instead of a command line interface. I created a separate file in my root directory named "lib" holding all jars required to run by class path. The application uses a Runner which calls the AppWindow which as an interface prompted with three options to select file , process and quit. By creating a separate class for with a unique task I can adhere to the singleton principle . The user can select a jar file and display the classes included and the number. I create a model named customer which uses the factory design pattern . I had issues implementing the microDB services when stroing user data in a void StoreData() method. The Program relies on the JarInputStream to unpack and parse each line of the jar file. By implementing an customer factory by implementing a record class named Customer holding name , packageName , isAnInterface . I created a jar named metrics.jar but unfortunately I ran into issues in the while testing in my bash terminal. During runTime I had servere issues with "NoClassDefFoundError" resulting in the use of try and catch statements in near all my methods to prevent crashes. The structure of the application can seen in Design.png . Thank you for your time.