

Protokoll 2 - Woche 27.6-03.7.2016 - Klassenübersicht

Beschlossenes:

Klassen

State Enum

writeFailingTest
makeTheTestPass
refactor
timeExpired
acceptanceTest

Attd Model

Properties
State: ObjectProperties
isAcceptancetestSuccessful: BooleanProperty
remainingTime: long

Models
run (CatalogItem): void
runToTest(): void

Catalog

Properties
getCatalogName: String
getDiscription: String
getCatalogItems: List<CatalogItem>

Catalogitem

getVersion: String
getTestCode: String
getAcceptanceTest: String
getClassCode: String
getAcceptanceTestSuccessful: boolean
babystepsEnabled: boolean
getTime: long

My Timer *extends* Timer

Properties
isRunning: boolean

Methods

@Override
schedule (Task, long, long): void
@Override
cancel():void

Catalog Repository

Properties:

getCatalog

Methods

load(): void

save(): void

Main

Methods

main(): void

start(): void

View

Methods

initialize(): void

ViewModel

Properties

CatalogProerty: ListProperty<Accordion>

DescriptionTextProperty:StringProperty

StateTextProperty: StringProperty

RemainingTimeTextProperty: StringProperty

CodeTextProperty: StringProperty

ExecuteButtonDisableProperty: BooleanProperty

ReturnButtonDisableProperty: BooleanProperty

Methods

onLoadCatalogClick(ActionEvent): void

onSaveCatalogClick(ActionEvent): void

onExecuteButtonClick(MouseEvent): void

onReturnButtonClick(MouseEvent): void

Noch ausstehend:

Katalog

Entwurf eines Beispielkataloges

Aufgabe

Entwurf einer Beispielaufgabe

Handbuch

Erstellen des Handbuches zur Beschreibung des Programmes, sobald das

Programmieren beendet ist.