${\bf MyTexEditor}$

Release Report

<css-007>

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VERSIONS HISTORY

Date	Version	Description	Author

1 Introduction

2 Tests

<For the user stories included in this release specify below corresponding tests using a typical tabular form.>

2.1 Tests for User Story <1>

Test ID	Test ID1
User Story	US1
Test Class	CrateCommandTest.java
Description	Test if is created the correct templates

2.2 Tests for User Story <2>

Test ID	Test ID2
User Story	US2
Test Class	EditCommandTest.java
Description	Test if change the contents properly

2.3 Tests for User Story <3>

Test ID	Test ID3
User Story	US3
Test Class	AddMyTexCommand.java
Description	Test if change correct the contents after commands has been added

2.4 Tests for User Story <4>

Test ID	Test ID4
User Story	US4
Test Class	Test_All.java
Description	Test if take version works correcty and if strategy has been set to stable ,the versions that has been taken exists in disk

2.5 Tests for User Story <5>

Test ID	Test ID5
User Story	US5
Test Class	Test_All.java
Description	Test if when our strategy is Volatile and some versions has been taken and then we change strategy to Stable, the existing versions automatically been converted to files in disk.

2.6 Tests for User Story <6>

Test ID	Test ID6
User Story	US6
Test Class	Test_All.java
Description	Test if when we disable the versions mechanism and then we take some versions, these does not exist anywhere

2.7 Tests for User Story <7>

Test ID	Test ID7
User Story	US7
Test Class	Test_All.java
Description	Test if when we take two versions and then we call Rollback ,then the first will be appeared on screen

2.8 Tests for User Story <8>

Test ID	Test ID8

User Story	US8
Test Class	Test_All.java
Description	Test if when we save a document then a file is created ,in the disk, with the given name

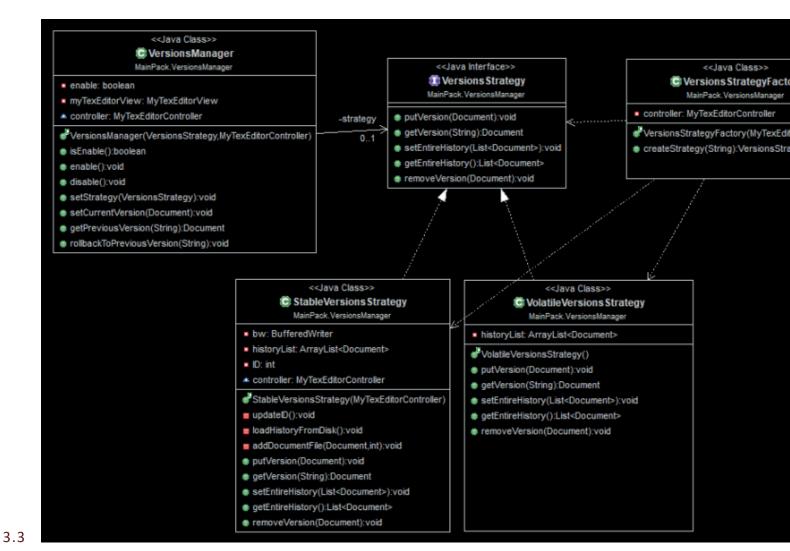
2.9 Tests for User Story <9>

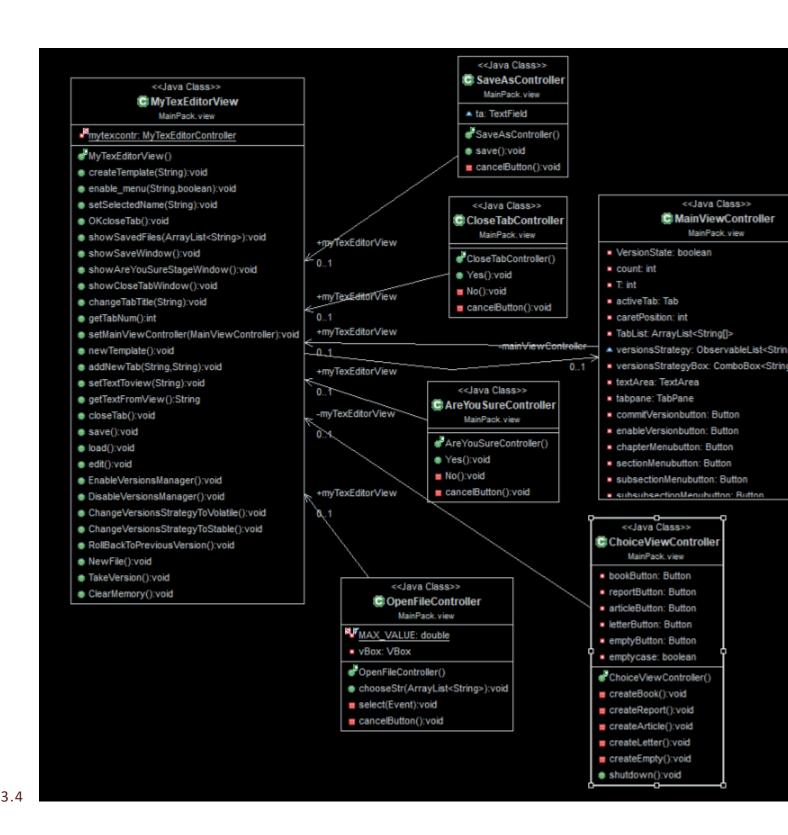
Test ID	Test ID9
User Story	US9
Test Class	Test_All.java
Description	Test if when we have saved a file on disk and then we call Load (while we give the name of file) ,is created and shown to the view screen the contents of this file

3 Design

3.1 Architecture







3.5 Design

Class Name: Main		
Responsibilities:	Collaborations:	
 Is responsible to start the GUI application 	MainViewControllerMyTexEditorViewBoot_class	

Class Name: boot_class	
Responsibilities:	Collaborations:
 Creates some important objects we need in the program 	 MyTexEditorView

Responsibilities:	Collaborations:
 Creates and executes commands that exist in application Includes accessor methods in order commands share information 	CommandsFactoryCommandsMyTexEditorView

Class Name: Command		
Responsibilities:	Collaborations:	
 An interface class which define the execute method 		

Class Name: CommandFactory	
Responsibilities:	Collaborations:
Creates the commands	

	<u>'</u>

Class Name: AddMyTexCommand	
Responsibilities:	Collaborations:
 Implements Interface Command 	 Document
Helps for testing	Command

Class Name: EditCommand	
Responsibilities:	Collaborations:
 Implements Interface Command 	Document
Helps for testing	Command
 Helps for testing 	Command

Class Name: ShowInViewCommand	
Responsibilities:	Collaborations:
 Implements Interface Command 	Command
Is responsible to display to the	Document
application template's contents	 MyTexEditorController
	MyTexEditorView

Class Name: CreateCommand		
Responsibilities:	Collaborations:	
 Implements Interface Command 	VersionStrateyFactory	
 Creates documentManager 	VersionsManger	
Creates VersionManager	VersionsStrategy	
 Creates the default strategy with 	Command	
VersionStrateyFactory	Document	
 Creates the specific document which 	 DocumentManager 	

user has chosen	

Class Name: ChangeVersionStrategyToStableCommand

Responsibilities:

- Implements Interface Command
- Create a Stable strategy with VersionStrategyFactory
- Change VersionsManager's strategy

Collaborations:

- Command
- VersionManager
- MyTexEditorController
- VersionStrategyFactory
- VersionsStrategy

Class Name: ChangeVersionStrategyToVolatileCommand

Responsibilities:

- Implements Interface Command
- Create a Volatile strategy with VersionStrategyFactory
- Change VersionsManager's strategy

Collaborations:

- Command
- VersionManager
- MyTexEditorController
- VersionStrategyFactory
- VersionsStrategy

Class Name: ClearMemoryCommand

Responsibilities:

- Implements Interface Command
- Is called when the Application shutdown and deletes unnecessary files(history versions files after save)

Collaborations:

Command

Class Name: CloseTabCommand Responsibilities: Implements Interface Command Is called when a tab is closed, checks and pops up a window with which user decide to save or not the file Collaborations: MyTexEditorView MyTexEditorController

Respo	nsibilities:	Collaborations:
•	Implements Interface Command	Command
•	Disable the mechanism which is responsible to take a version from view or execute RollBackToPreviousVersion	■ VersionManager

Dognousibilities	Collaborations:
Responsibilities:	Collaborations:
 Implements Interface Command 	Command
 Enable the mechanism which is responsible to take a version from view or execute RollBackToPreviousVersion 	 VersionManager

Class Name: LoadCommand	
Responsibilities:	Collaborations:
 Implements Interface Command 	Command
Find the saved files	MyTexEditorController
 Pops up a window with these files and 	MyTexEditorView

user choose which of that files wants to load

- Create the propriate document
- Shows the saved contents to view screen

Class Name: SaveCommand

Responsibilities:

- Implements Interface Command
- Pops up a window which asks from user for the name of the file , if it isn't already saved
- Create or update a file with the correct contents

Collaborations:

- Command
- MyTexEditorController
- MyTexEditorView

Class Name: NewTemplateCommand

Responsibilities:

- Implements Interface Command
- Is called when the user creates a new document
- Give to this document a new ID number
- Ask from controller to shows the contents of document to screen view

Collaborations:

- Command
- MyTexEditorController

Class Name: RollBackToPreviousVersionCommand Responsibilities: Implements Interface Command Give command to version controller to execute the previous version Collaborations: MyTexEditorController VersionsManager

Class Name: TakeVersionCommand	
Responsibilities: Collaborations:	
 Implements Interface Command 	Command
 Read the contents from view screen 	 MyTexEditorController
 Creates a document 	MyTexEditorView
Adds it to strategy	VersionsManager
 All these happen if version mechanism is enable 	■ Document

Class Name: DocumentManager	
Responsibilities:	Collaborations:
 Fills the Hashmap with the 5 type of documents which loads from disk 	Document
 Is responsible to create clones 	

Class Name: Document	
Responsibilities:	Collaborations:

•	Store template's contents	
	Gives the ability to set and get the	
	contents	

Class Name: VersionManager		
Respo	nsibilities:	Collaborations:
-	Is responsible to enable and disable version mechanism Is responsible to put the new version to strategy	MyTexEditorControllerMyTexEditorViewVersionsStrategy
•	Get the previous version from strategy Delete this version	
•	Is responsible to show in view screen the previous version	
•	All these happen if version mechanism is enable	

Class Name: VersionStrategy	
Responsibilities:	Collaborations:
 Is an interface class for all kind of strategies 	

Class Name: StableVersionsStrategy	
Responsibilities:	Collaborations:
 Implements Interface VersionStrategy 	 MyTexEditorController
 Is responsible to keep the version Strategy to files at disk 	 VersionStrategy
	Document

Class Name: VolatileVersionsStrategy	
Responsibilities:	Collaborations:
Implements Interface VersionStrategy	VersionStrategy
 Is responsible to keep the version Strategy at list in main memory 	Document

Class Name: VersionsStrategyFactory	
Responsibilities:	Collaborations:
 Is responsible to create objects of type VersionStrategy 	 MyTexEditorController

Class Name: MyTexEditorView	
Responsibilities:	Collaborations:
 Is responsible for the communication between FXML's controllers and MyTexEditorController 	 MyTexEditorController

Class Name: ChoiceViewController	
Responsibilities:	Collaborations:
Is the controller of Choice window(ChoiceView.fxml)	 MyTexEditorView
 Controls window with which user choose the type of document that will create 	

Class Name: MainViewController		
Responsibilities:	Collaborations:	
Is the controller of Main window(MainView.fxml)	MyTexEditorView	

Class Name: OpenFileController	
Responsibilities:	Collaborations:

 Is the controller of Open File window(OpenFile.fxml) 	MyTexEditorView
 Controls window with which user choose which of the saved files will open 	

Class Name: SaveFileController		
Responsibilities:	Collaborations:	
Is the controller of Save File window(SaveFile.fxml)	MyTexEditorView	
 Controls window with which user will give the name of file that will be saved 		

Class Name: CloseTabController		
Responsibilities:	Collaborations:	
 Is the controller of Close Tab window(CloseTab.fxml) 	MyTexEditorView	
 Controls window with which user will verify if open document will be saved or not 		

Class Name: AreYouSureController			
Respo	nsibilities:	Collaborations:	
•	Is the controller of Are You Sure window(AreYouSure.fxml)	 MyTexEditorView 	
•	Controls window with which user verify if a tab will be closed or not		