DPR

Documentation

Proxy Pattern: Create circle

Juraj Korbacka 2893940
Stefan Todorov 2701979

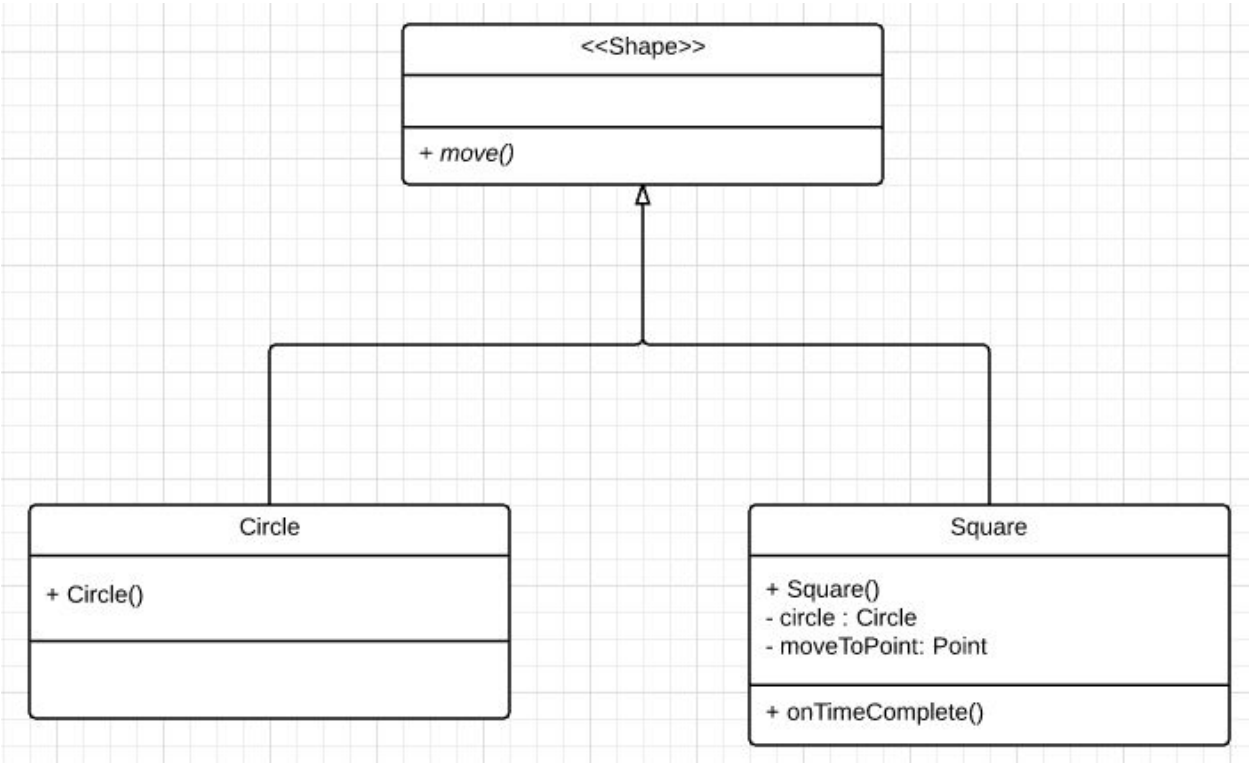
Submitted:

In our example, we have implemented virtual proxy pattern, which allows us to set next step of the object that is just being created, but does not exists yet.

We are simulating this behaviour by creating new circle, what takes 5 seconds. So form button “Create circle” will be create (shadow) of new circle at actually selected coordinates. While circle is in process of creation, our proxy class keeps track of last clicked coordinates and show this next move by smaller circle shadow. After circle object is finally created, it will move to this point. From point when circle is created it moves to next clicked points immediately.

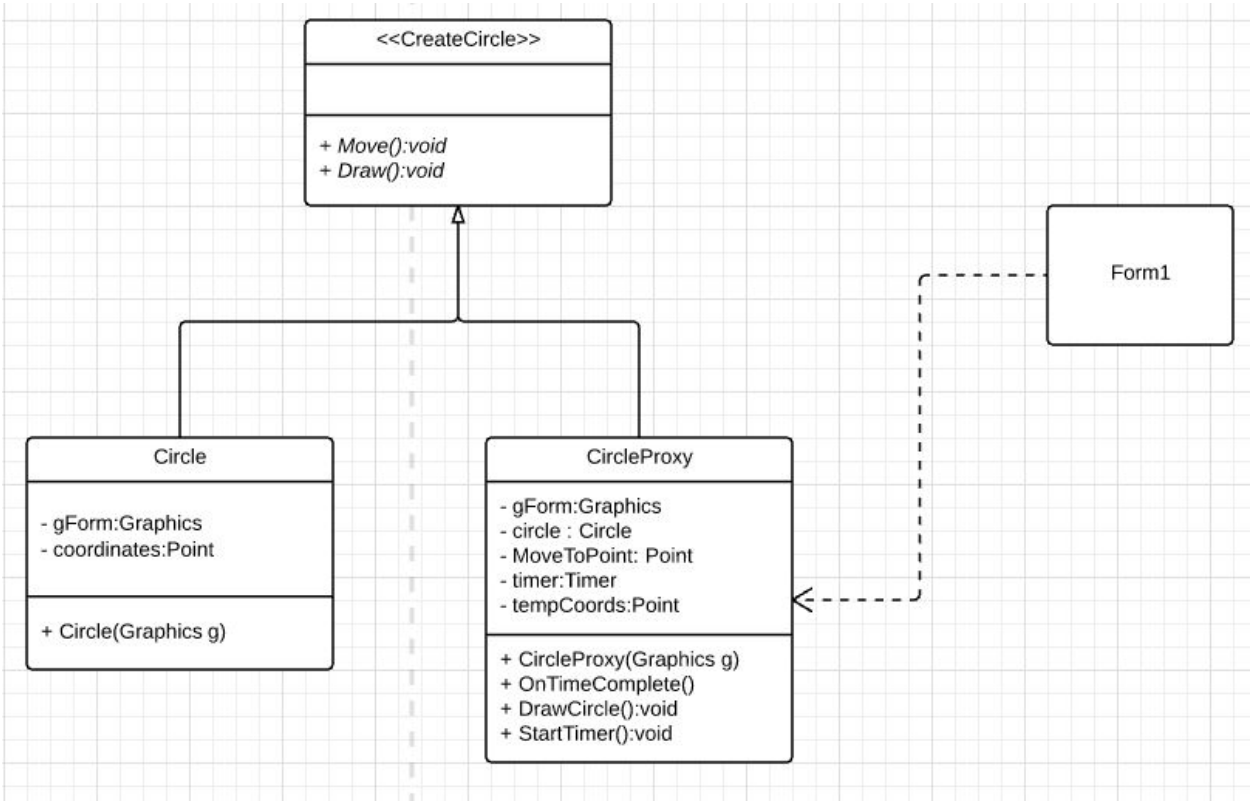
Initial UML Diagram:

Our class diagram before starting to code.



Final UML Diagram:

Initial diagram extended from code by missing parts.


<<CreateCircle>>
+ Move():void
+ Draw():void
Form1
Circle
- gForm:Graphics
- coordinates:Point
+ Circle(Graphics g)
CircleProxy
- gForm:Graphics
- circle : Circle
- MoveToPoint: Point
- timer:Timer
- tempCoords:Point
+ CircleProxy(Graphics g)
+ OnTimeComplete()
+ DrawCircle():void
+ StartTimer():void