Design Patterns - TP3

TP3 initial code

This is a template for the students' assignments.



Course material: 🔲 🖵 http://bit.ly/jmb-cpoa

Assignment info

LAST NAME

BRUEL

First Name

Jean-Michel

Group

- ☑ Teachers
- \cap 1
- \Box 2
- \Box 3
- \Box 4
- □ Innopolis

Requirements

You'll need:

- ☑ A GitHub account
- ☐ A Git Bash terminal (if you use Window\$)



Try the following command in your terminal to check your git environment:

```
git config --global -l
```

Initial tasks

- Click on the Github Classroom link provided by your teacher (in fact, this should be done if you read this).
- □ Clone on your machine the Github project generated by Github Classroom.

- ☐ Modify the README file to add your last name, first name and group number.
- □ Commit and push using the following message:

ncommit/push

fix #0 Initial task done

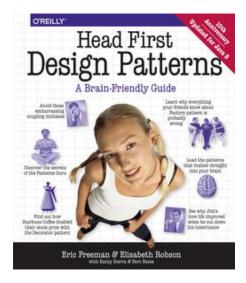


In the following, every time you'll see à fix #··· text, make sure all your files are committed, and then push your modifications in the distant repo, making sure you used the corresponding message (fix #···) in one of the commit messages.



- If you want to check that you're really ready for fix #0, you can run the command in your shell: make check.
- If you want to list the ToDos of the day, run make todos.

This TD exercise is inspired from the excellent book: "Head First: Design Pattern. Bert Bates, Eric Freeman, Elisabeth Freeman, Kathy Sierra. Editions O'Reilly. 2005."





The Factory pattern

QUESTION

- Fully implement the Pizzeria application so that:
 - it implements the Abstract Factory
 - it implements the Singleton (for the factory)
 - the test program below will produce the result below



Start by writing this program and use *QuickFix* to "generate" the code as much as possible.

Rendus attendus

ToDo



- □ a pom.xml that runs the tests of your application
- □ a build.gradle that runs the tests of your application
- □ the class diagram of your application, in a file named TP3.plantuml, placed in a docs folder in your repo.

We will use the following pizzas model:

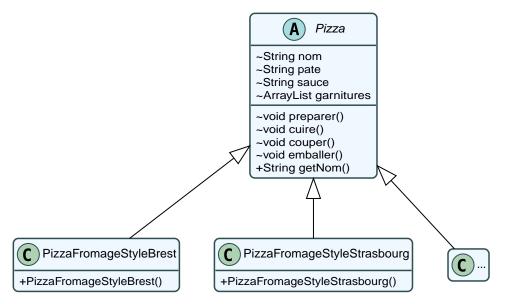


Diagram generated using http://plantuml.sourceforge.net.

Figure 1. Class diagram of the Pizzas

Testing program

```
public class PizzaTestDrive {
  public static void main(String[] args) {
    Pizzeria boutiqueBrest = new PizzeriaBrest();
    Pizzeria boutiqueStrasbourg = new PizzeriaStrasbourg();

    Pizza pizza = boutiqueBrest.commanderPizza("fromage");
    System.out.println("JMB a commandé une " + pizza.getNom() + "\n");

    pizza = boutiqueStrasbourg.commanderPizza("fromage");
    System.out.println("JMI a commandé une " + pizza.getNom() + "\n");
    }
}
```

```
$ java -jar target/pizzeria-1.0.jar
Preparation of Pizza with Brest style sauce and cheese
Spread the pizza dough...
Add the sauce...
Add the garnitures:
 Parmigiano reggiano
Bake 25 minutes at 180°
Cut the pizza in triangles
Put the pizza in the official box
JMB has ordered a Pizza with Brest style sauce and cheese
Preparation of Pizza Strasbourg style with cheese
Spread the pizza dough...
Add the sauce...
Add the garnitures:
 Mozzarella
Bake 25 minutes at 180°
Cut in square portions
Put the pizza in the official box
JMI has ordered a Pizza Strasbourg style with cheese
```



This assessment is graded. The autograding will run the tests via gradle test and maven test, as well as test0 and the test of the model. This will constitute 80% of your grade. The remaining 20% will be evaluated by your TA and will focus on the tests (number and quality).

Commit/push

fix #All: Completed all duties

Contributors

• Jean-Michel Bruel

About...

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