

Names and IDs

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Group 10 + 40

Project 10

Video drive link:

https://drive.google.com/drive/folders/1IsJEeCjfq_R1ueOcsfkDPPPoTJ29qMZi?usp=sharing

Anti Plagiarism statement

All members of this group swear that this project was written entirely and wholly by us. We acknowledge that any material copied from other sources will be treated as plagiarism, and we will face disciplinary action should that be the case.

Contribution Table

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Everyone has contributed to the making of the project as a whole. At the same time, someone started one class, and another worked on another, as per the plans. And sometimes helped in other code snippets, in cases of urgency or mind blocks.

Design Patterns used and identified

none

Draft for design patterns we would use if we had to remake it

1) Decorator: Use of this decorator design pattern would simplify some of our GUI implementations.

2) Composite: In retrospect, using the composite design pattern would make more of our code reusable.

Singleton, abstract factory, and factory design patterns cannot be seen to fit in our project.

SOLID Principles

single responsibility principle

- save function will only add the data to the table
- createTable will only create table in the database
- addClass function/delete class
- add note/ delete note
- addtask/ deletetask
- verifyCredentials(login) function
- addTeammember/removeteammember , have single responsibility

open-closed principle

- using the save function would not require any changes in the code, thus it follows OCP
- using the create table function as well
- checkBitsId, checkEmail also

Liskov Substitution Principle

- parent classes are abstract, no objects are possible

Interface Segregation Principle

- interfaces not used

Dependency Inversion Principle

- the save function in Database.Connection is an abstraction
- the createTable function in Database.Connection
- the retrieve function in Database.Connection





