

Software Engineering
Modeling and Implementation Project

“Simulator of a Cassette Deck”

- Implementation -

By Constant Théo and Essafsyfy Abdelkrim

Academic year 2018-2019

Contents

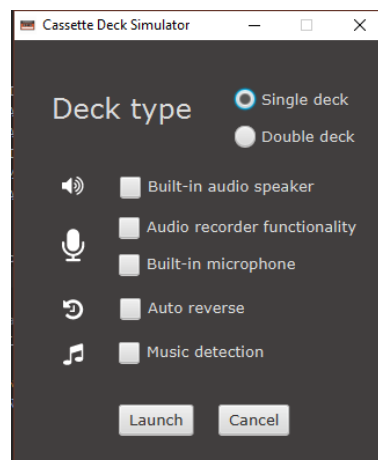
1	Implementation choices	1
2	Modeling differences	1
3	Design Patterns	2
4	Known Issues	2
5	Miscellaneous	2

1 Implementation choices

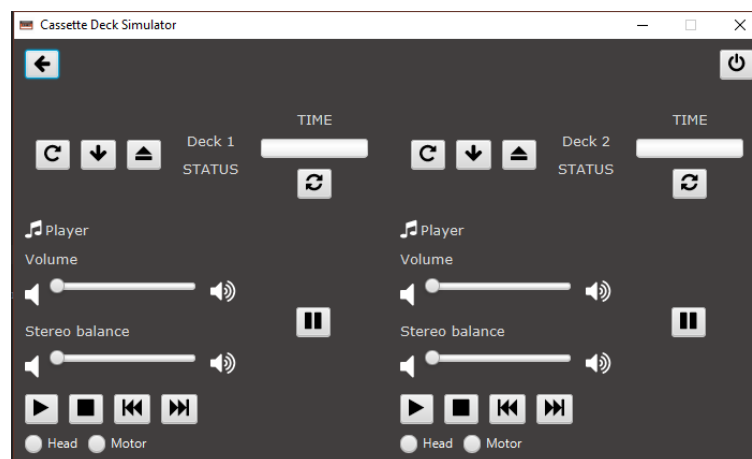
2 Modeling differences

There have been some changes to the model since its conception in the **Modeling Report**, notably:

- The use of *GridPaneLayout* and *H/VBoxes* to contain the different nodes.
- In the Launcher, the function "Built-in microphone" is no longer disabled if the "Audio recorder functionality" isn't checked, also, a "Music detection" *checkbox* has been added.



- In case of a double deck, the functionality is split to two decks instead of *Player* and *Recorder* in the previous model.
- Added missing *Previous/Next Song*, *Flip Cassette* and *Source* -if the deck has a built-in audio Speaker- buttons.



- Replaced buttons' text with icons and a mouse-over tooltip to display their name.
- Removed "Remove cassette" button, due to its redundancy with the Eject button. In this simulation, ejecting the cassette holder and removing the cassette within are both done by clicking the "Eject" button.
- "Pause" button is now centered between the *Player* and *Recorder*.

3 Design Patterns

4 Known Issues

5 Miscellaneous

- Video link:
- Git repository: <https://github.com/Virtuosek/CassetteDeck>

Note that the repository is private, please send a contribution request to either *remagkes@gmail.com* or *theoEmail*