

A Command-Line Based Task Management System, Group 24

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- ① Introduction
- ② System Architecture
- ③ Object-orientation Design
- ④ Demonstration



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Introduction

The Command-Line Based Task Management System (TMS) is aimed at achieving, and has realized the following expectations:

- The creation, modification, record and display of user-defined tasks;
- The definement, management and utilization of user-defined criteria for task filtering;
- The friendly interaction through a command-line user interface.

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System Architecture

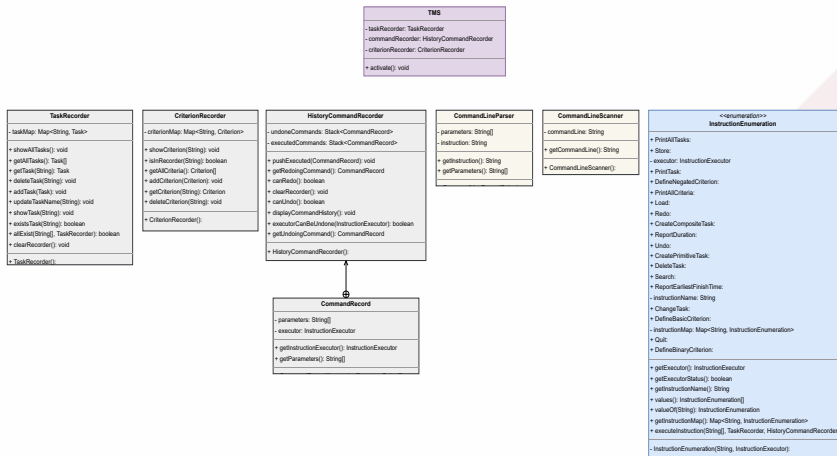


Figure 1: System architecture

System Constructs

In our design, the operation of TMS and the implementation of the functions rely on the necessary system constructs.

- **A command-line scanner and a parser**
 - *To acquire and analyze user input and divide the command-line into an instruction and parameters.*
- Three recorders: task recorder, criterion recorder and history command recorder
 - *To record and index all created objects and undoable input commands.*
 - *To provide methods of searching and deleting created objects.*
- The recorders have the same lifetime as the system itself, which the scanner and parser are repeatedly constructed for each user input.

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Task and Criterion

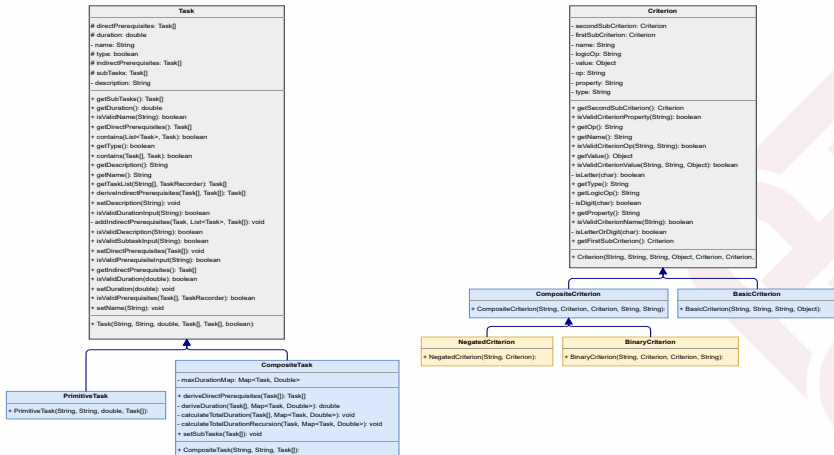


Figure 2: Task and Criterion

Task and Criterion

The tasks and criteria are fundamental objects that will be created by the user.

- The system defines the classes of Task and Criterion for the instantiation and operation on the user-defined objects.
- Inheritance is used for the variation of the meaning of the objects.
 - *PrimitiveTask and CompositeTask inherit from Task;*
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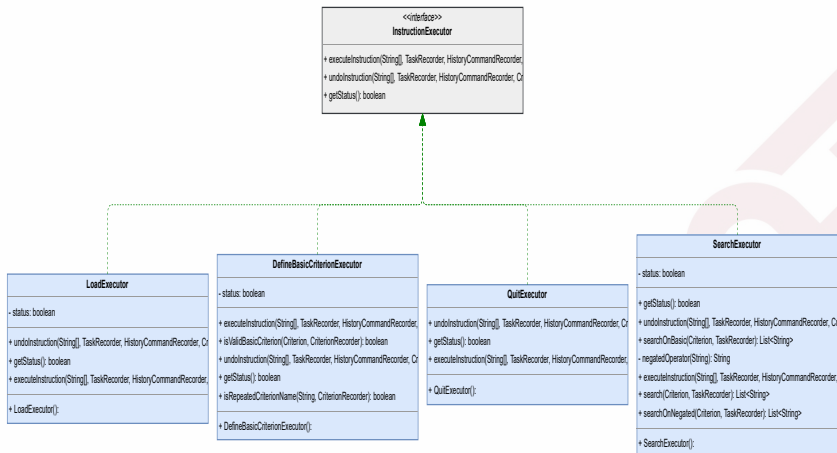


Figure 3: Instruction and Executor

Instruction and Executor

The first element of the user input is always the name of an instruction, and the others are parameters. They are conducted by a corresponding executor.

- Each executor is an implementation of the interface `InstructionExecutor`. The interface specifies the methods that each executor is expected to implement.
 - *executeInstruction, undoInstruction and getStatus.*
- The instructions are collected in an Enum class with the field of `instructionName` and the method of construction of the executor instance.
 - *With the parsed instructionName and parameters given, the system is able to select the correct executor to instantiate.*

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Instruction and Executor

The executors of the instructions are defined in a inner package.

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Demonstration

Let's start the demonstration!