

UML and design patterns










...

... To aid with marking

backend, controller, layouts

...

Three major packages

- ▼ layouts
 - ▶ cells
 -  CookOrders.fxml
 -  DataManager.fxml
 -  Home.fxml
 -  InventoryManager.fxml
 -  ListAccordion.fxml
 -  MonoBox.fxml
 -  Pickup.fxml
 -  SplitList.fxml
 -  styles.css

[Back](#) Hi, admin

[View tables](#)

[View employees](#)

[View menu](#)

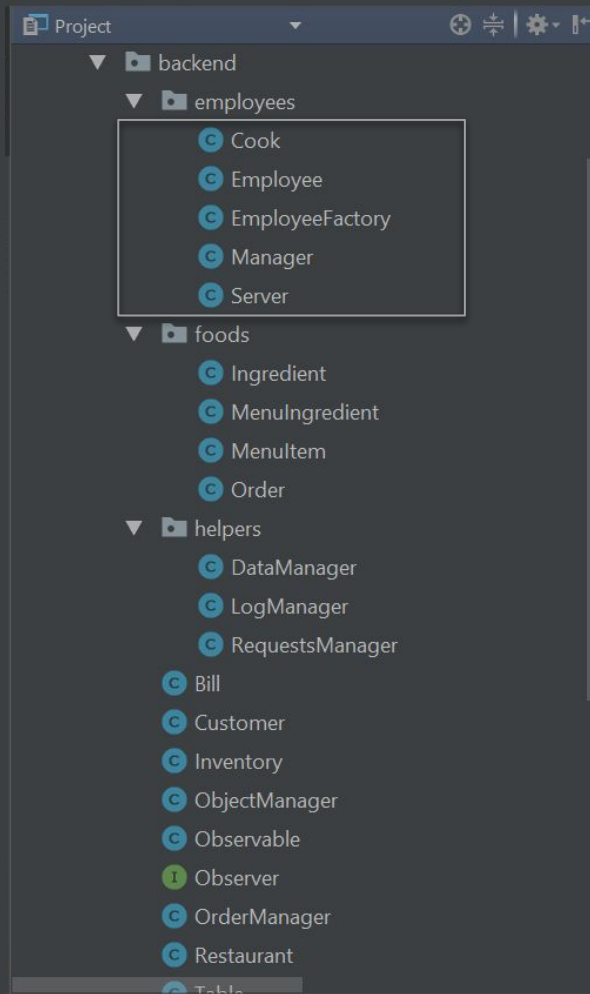
[View inventory](#)

[View statistics](#)

[Back](#) Hi, Gordon Ramsay


[View orders](#)



[View inventory](#)






Encapsulation
Open-close
Liskov-substitution
Single-responsibility



Singleton

  RequestsManager



  getInstance() RequestsManager



  removeIngredient(String) boolean



  removeIngredient(String, double) boolean



  addIngredient(String, double) boolean

  LogManager

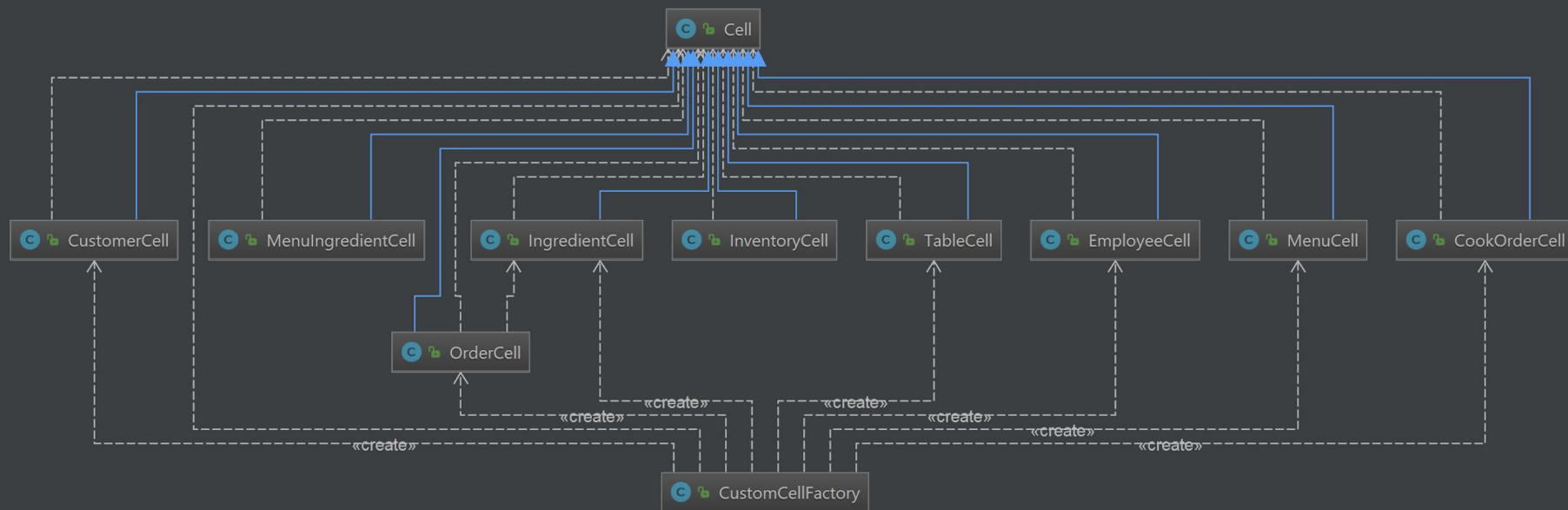
  getInstance() LogManager

  log(Order, Employee) boolean

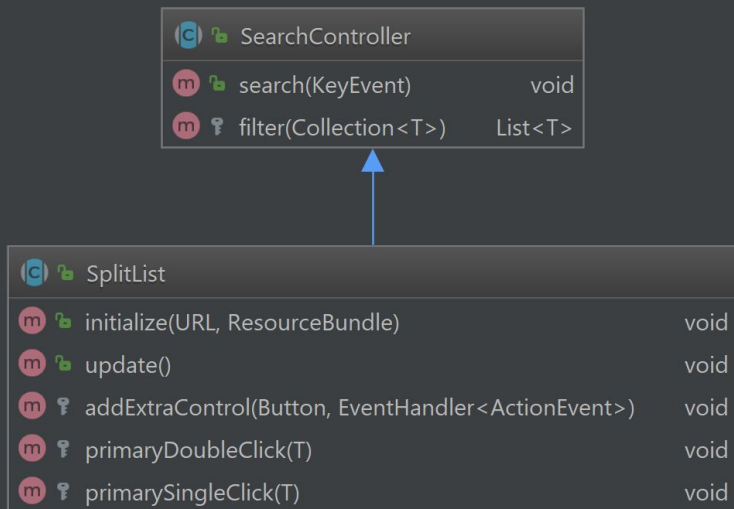
  log(Ingredient, double, double) boolean

  log(int, int) boolean

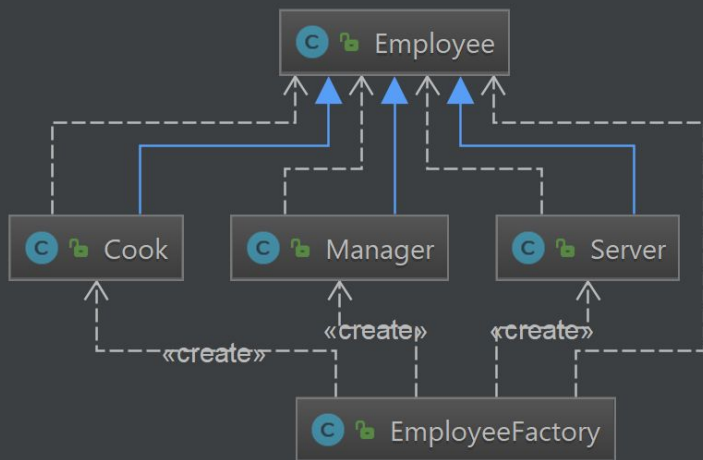
Hierarchy and avoiding duplication



More composite design

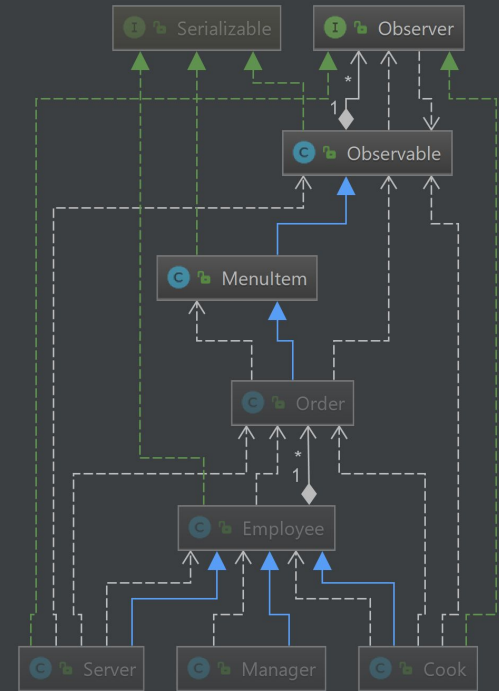
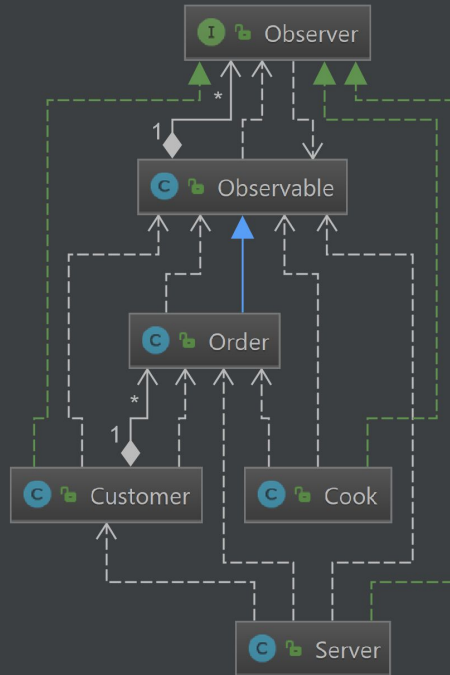
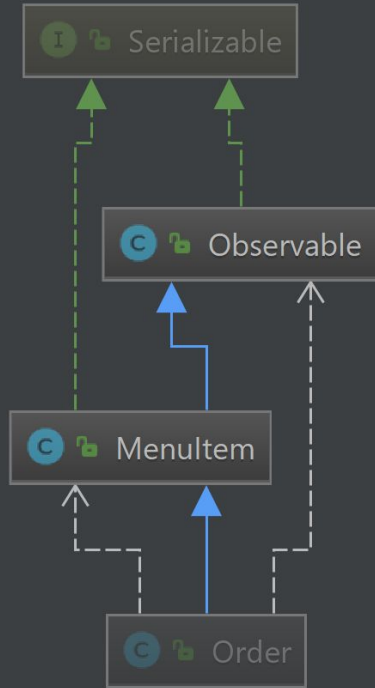


Factory (\Rightarrow dependency injection)

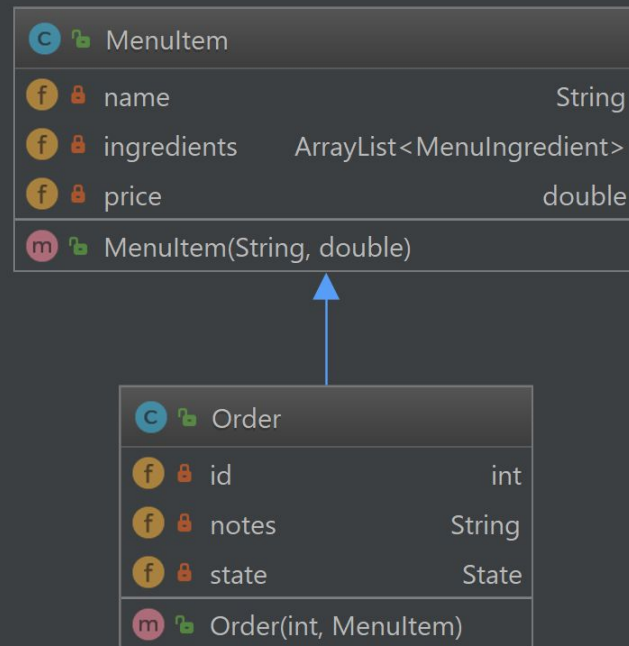
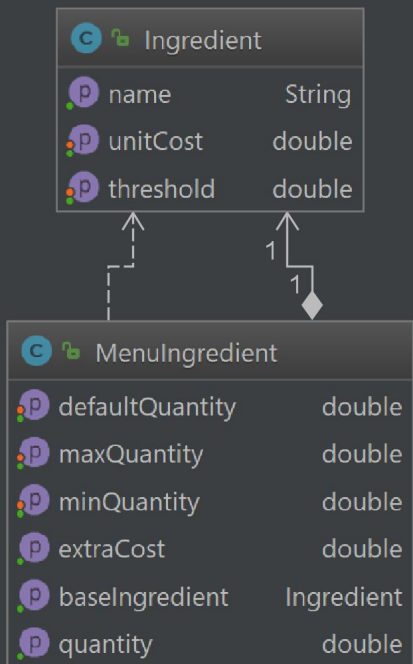


Ⓒ	InputDialogFactory
Ⓜ	InputDialogFactory(String, String, String)
Ⓜ	getConfirmation() boolean
Ⓜ	getString() String
Ⓜ	getInteger() Integer
Ⓜ	getDouble() Double
Ⓜ	getChoice(Collection<T>) T

Observer (and who stores what)



Decorator versus Inheritance



Generic object management

Restaurant		
inventory		Inventory
orderManager		OrderManager
tableManager		ObjectManager<Table>
menu		List<MenuItem>
employeeManager		ObjectManager<Employee>

Observer		
update(Observable, State)		void

ObjectManager		
getNextId()		int
addObject(T)		void
removeObject(int)		void
getObjects()		Collection<T>
getObjects(Predicate<T>)		List<T>
getObjects(Predicate<T>, Class<K>)		List<K>
getObject(Predicate<T>)		T
getObject(Predicate<T>, Class<K>)		K

OrderManager		
getPendingOrders()		List<Order>
getRemakeOrders()		List<Order>
update(Observable, State)		void



Model-like behaviour

- Queries

```
employeeManager.getObjects(employee -> employee.getOrders().size() > 10);  
employeeManager.getObjects(employee -> employee.getName().length() < 12 && employee.getId() > 2);
```

- Centralized downcasting

```
Server server = employeeManager.getObject(employee -> employee.getId() == 2, Server.class);  
Cook cook = employeeManager.getObject(employee -> employee.getId() == 1, Cook.class);  
  
public <K extends T> K getObject(Predicate<T> predicate, Class<K> type)
```

- Less duplication (counting, storing, retrieving)

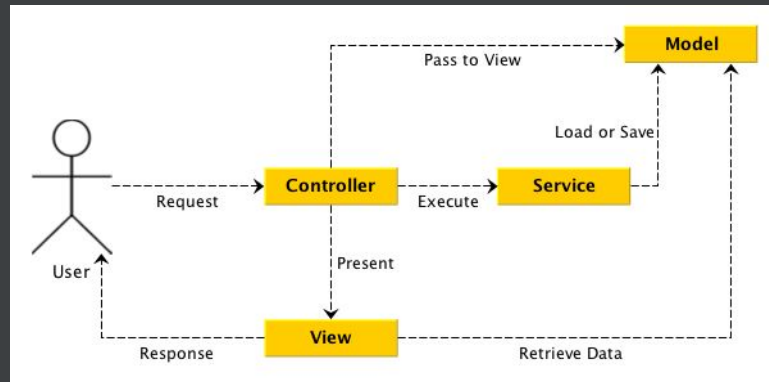
```
private int count = 0; // Static counts don't get serialized
```

To MVC or not to MVC






- Why our design is *partially* MVC
 - + Segregation between backend, layouts and controllers
 - + “Templating”-kind structure used for layout reusability
- MVC typically more useful when some form of database involved
- Application logic at backend, not controller
 - interaction between backend classes
 - but less duplication in controller classes
 - more extendable - new controllers require less effort














To MVC or not to MVC












- Real world apps - layer between model and controller
 - Model-View-Controller-Service: business logic in service
 - Think MEAN stack
 - Model-Service as our *backend*, serves as an API



Other features

C  Serializer		
 	deserialize()	T
 	serialize(Object)	boolean

C  BaseController		
 	setup(Stage, Restaurant)	void
 	show()	void
 	navigate(BaseController)	void
 	back()	void
 	update()	void
 	initialize(URL, ResourceBundle)	void

C  StringHelper		
 	isNumeric(String)	boolean
 	isNumeric(String[])	boolean
 	isAlpha(String)	boolean
 	isAlpha(String[])	boolean
 	capitalize(String)	String