**Département Mathématique et Informatique**

**Génie du Logiciel et des Systèmes Informatique Distribués**

***RAPPORT EXAM BLANC***

***MODULE: Design Pattern***

***Filière: Génie du Logiciel et des Systèmes Informatique Distribués | Semestre 5***

|  |  |
| --- | --- |
| **Réalisé par:**  **Achraf HAMMI**  **CNE : M130014277** | **Enseigné par :**  **Pr. Mohamed EL YOUSSFI** |

## Diagramme de classe :

A screenshot of a computer program

Description automatically generated

## Implémenter et tester la classe Transaction :

A screen shot of a computer

Description automatically generated

A screen shot of a computer screen

Description automatically generatedA screen shot of a computer screen

Description automatically generated

* Test dans main :

A screen shot of a computer code

Description automatically generated



## Implémenter et tester la classe Agent

### Pour implémenter la classe Agent et ses fonctionnalités, on doit d’abord créer les interfaces de Observable et Observer selon le pattern de Observer :

A screen shot of a computer

Description automatically generated

A screen shot of a computer code

Description automatically generated

* La classe Agent :

A screen shot of a computer screen

Description automatically generated

A screen shot of a computer program

Description automatically generatedA screen shot of a computer code

Description automatically generated

* Test dans la fonction main :

A computer screen shot of a program code

Description automatically generatedA screen shot of a computer program

Description automatically generated

A screen shot of a computer code

Description automatically generated

### Implémentation de stratégie design pattern :

A screen shot of a computer

Description automatically generated

A screenshot of a computer screen

Description automatically generated

A screen shot of a computer program

Description automatically generated

A screen shot of a computer program

Description automatically generated

### Test main :

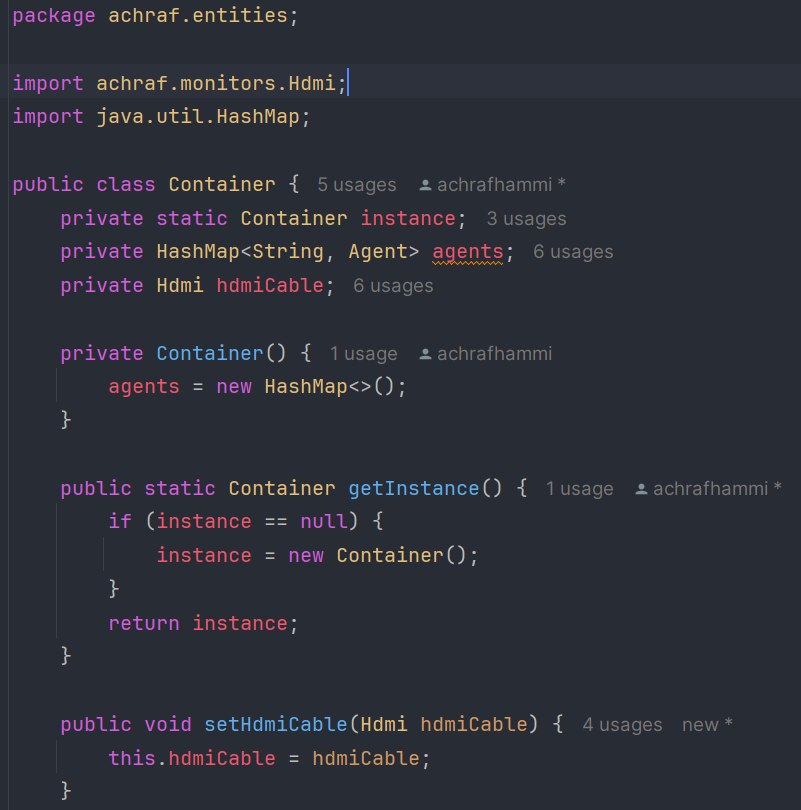
A screen shot of a computer program

Description automatically generated

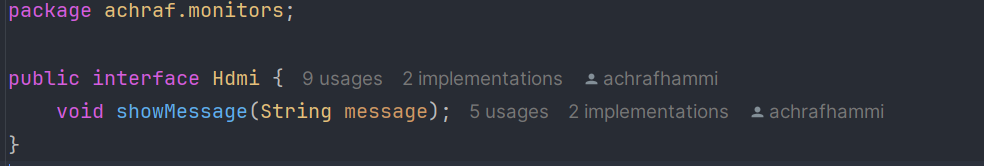
A screen shot of a computer code

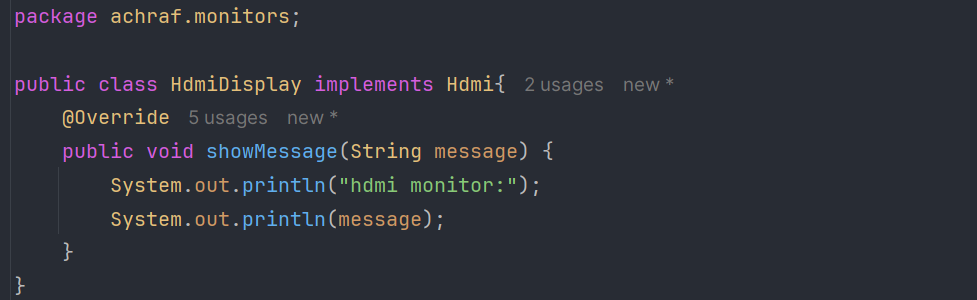
Description automatically generated

## Implémenter et tester la classe Container

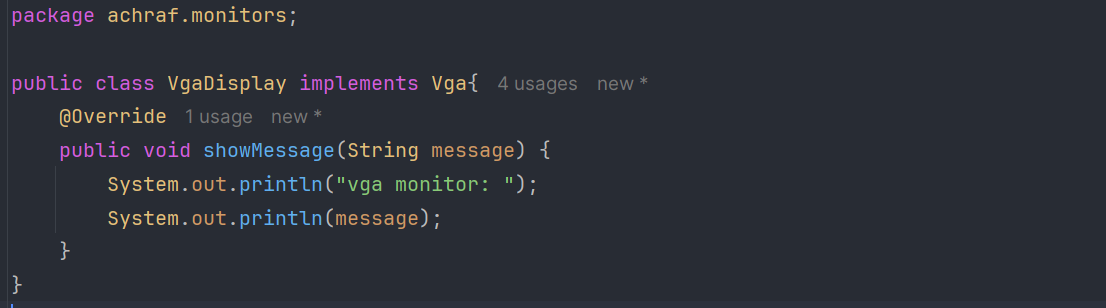


### Adapteur design pattern











### Test main :



A screen shot of a computer

Description automatically generated

## Implémenter les aspect techniques suivants :

### Un aspect de journalisation basé sur une annotation @Log à créer.

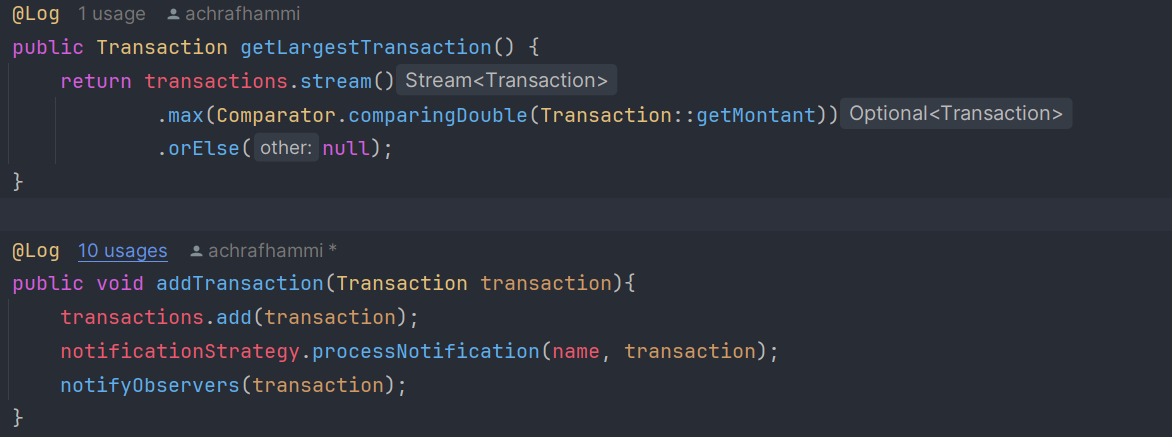
A screenshot of a computer program

Description automatically generated

A screen shot of a computer code

Description automatically generated

### Test main :



A screen shot of a computer program

Description automatically generated

A screen shot of a computer

Description automatically generated

### Un aspect qui permet de définir un cache basé sur une annotation @Cachable.

A screen shot of a computer program

Description automatically generated

A computer screen shot of a program code

Description automatically generated

### Test main :

A screen shot of a computer code

Description automatically generated

A computer screen shot of a program

Description automatically generated

A screen shot of a computer

Description automatically generated

### Un aspect qui permet de sécuriser l’application avec un username et un mot de passe et avec des roles.

A black background with white text

Description automatically generated

A screen shot of a computer program

Description automatically generatedA screen shot of a computer program

Description automatically generated

A screen shot of a computer code

Description automatically generated

A screen shot of a computer program

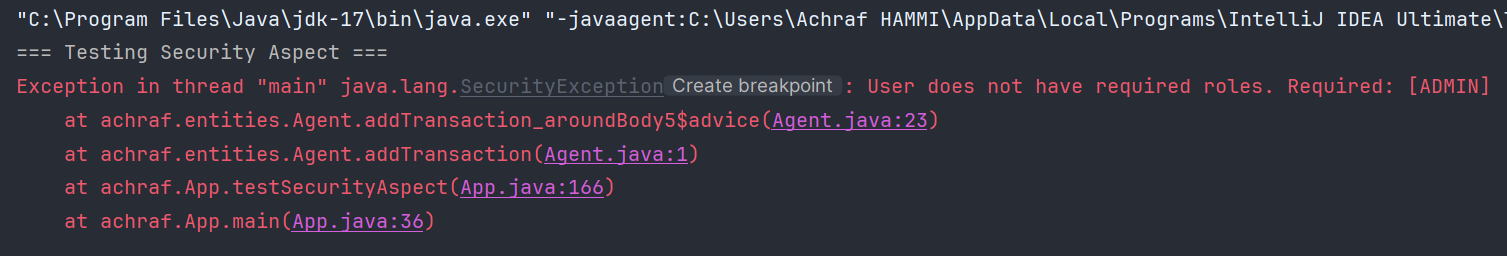
Description automatically generated

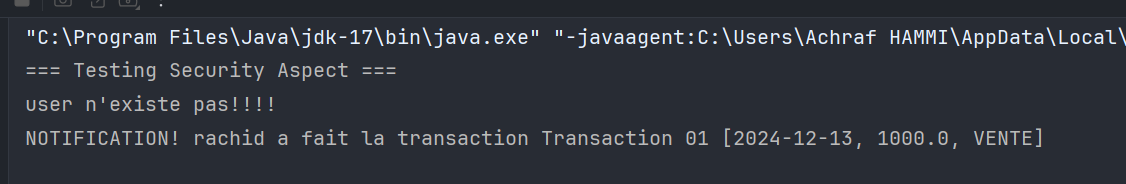
### Test main :

A screen shot of a computer

Description automatically generated







***FIN DU RAPPORT.***

***MERCI.***