

Lab Assignment 2 – Design Patterns

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Factory

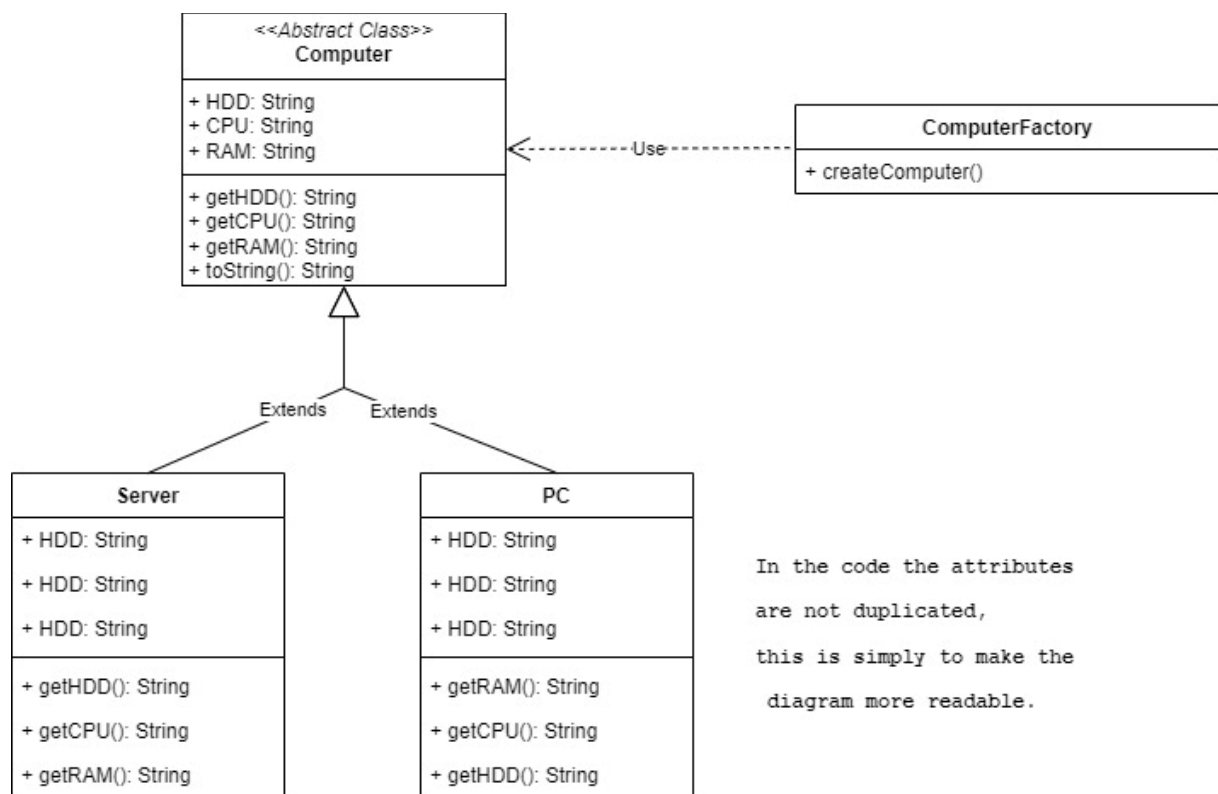
Hello, thank you for the advices.

Here is my UML diagram for the Factory design pattern. I chose to use an abstract class to share methods and attributes and avoid code duplication.

In the Server and PC classes, the details aren't duplicated in the code, I only showed them in the UML diagram to make it easier to read.

The main() method in TestFactoryPattern.java contains executable code that tests the program.

You can find the code in the GitHub repo under com.design.factory.

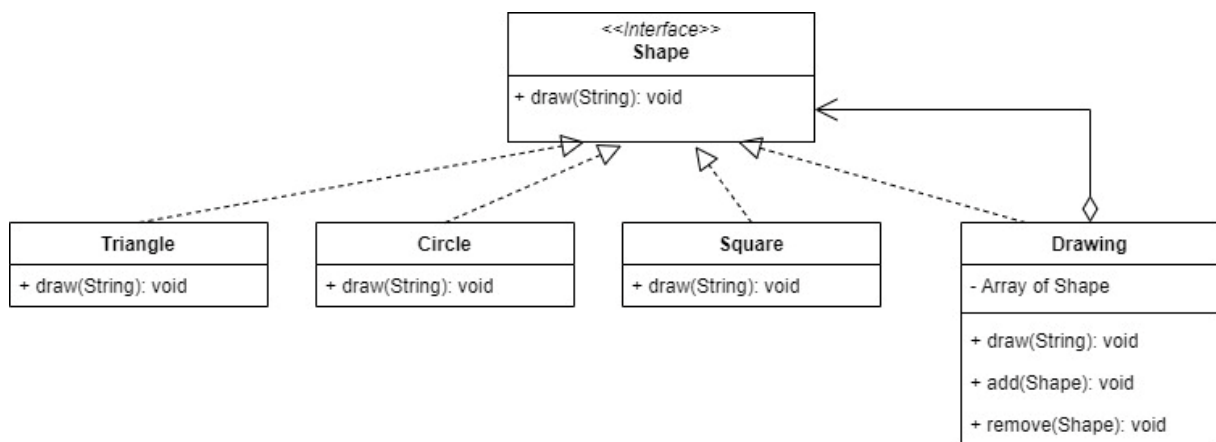


Composite

Here is my UML diagram for the Composite design pattern. To keep things simple, I chose to pass the color in as a parameter. If we wanted, we could also add color arguments to each shape so we could play with different colors.

The remove method was just for testing. In the TestCompositePattern file, the main() function contains executable code that tests everything.

You can find the code on the GitHub repo under com.design.composite.



Ressources

Github : https://github.com/albanrouault/michigan_software-engineering_labs2