LATEX EDITOR PROJECT

REENGINEERING THE LEGACY CODE

OVERALL REPORT

VERSION <1.0>

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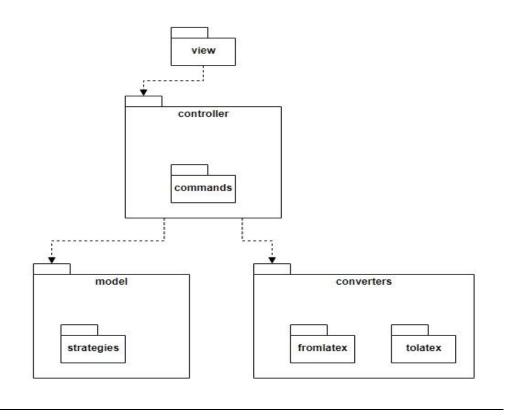
INTRODUCTION

Given a legacy program, the goal of this project is to reengineer and extend the existing Java application. Each class has too many responsibilities and dependencies on another and the structure of the code is both hard to understand and difficult to extend. That is why the responsibility of this project and what we have improved is the quality of the existing implementation. It is refactored in such a way, that it is easier to read, has less dependencies and more clear responsibilities for each class and is suitable to build new features on.

Also, a new feature regarding saving and loading html documents as/from latex respectively is now available, with a structure that is easy to add more formats into it in the future.

REFACTORED DESIGN

ARCHITECTURE



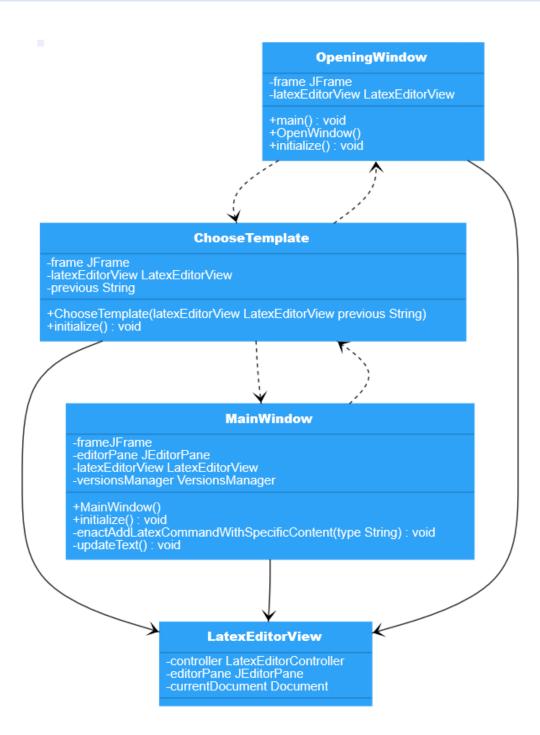


Figure 1: View package

-commands HashMap -CommandFactory commandFactory -contentType String -type String -text String -filename String -populateCommandsHashMap(commandsName String): void -putCommandInHashMap(commandName String): void +enact(command String): void

Figure 2: controller package

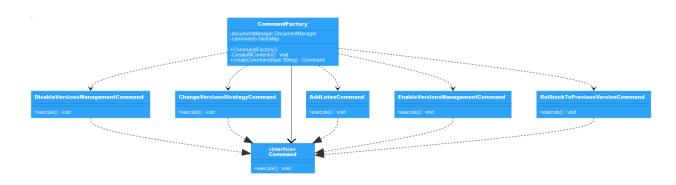


Figure 3: commands package part 1

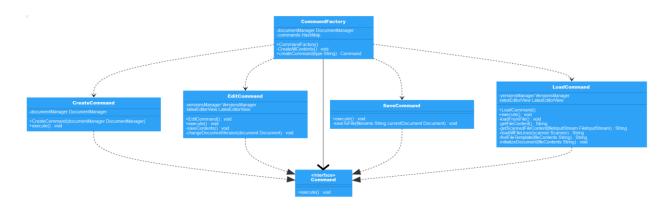


Figure 4: commands package part 2

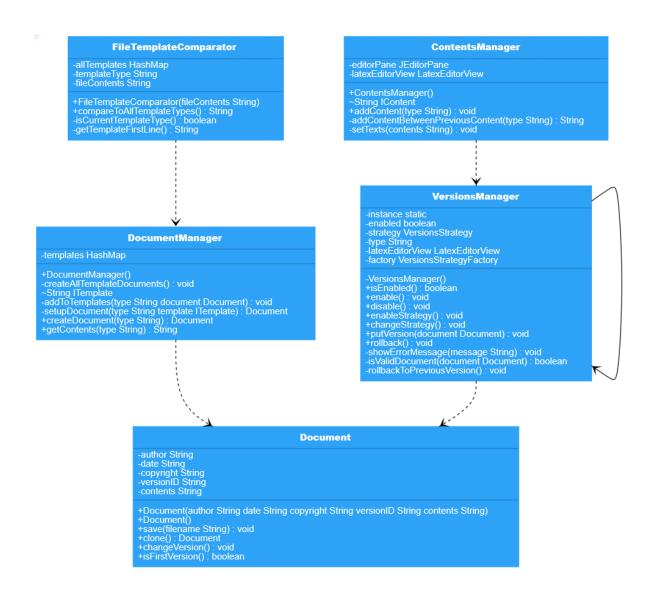


Figure 5: model package

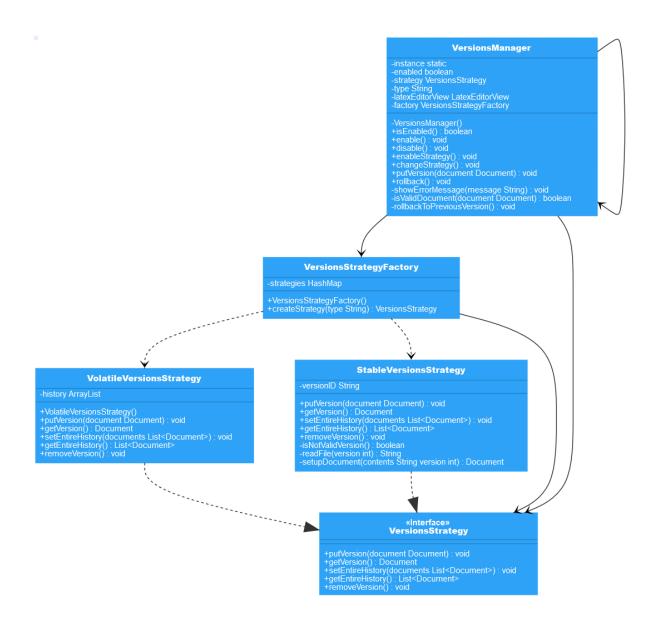


Figure 6: VersionsStrategy class & strategies package

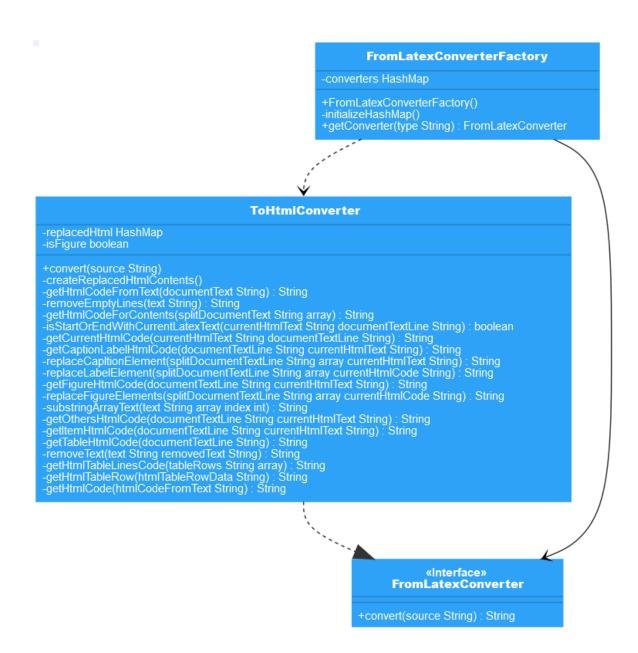


Figure 7: converters.fromlatex package

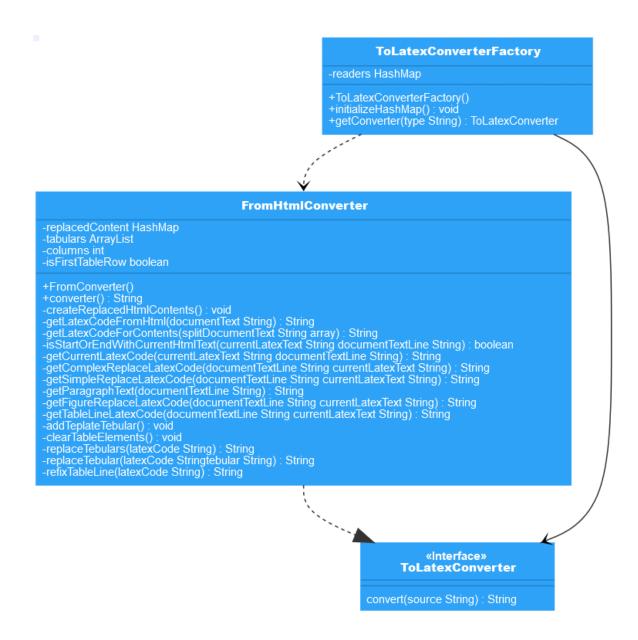


Figure 8: converters.tolatex package

HOW EACH PROBLEM WAS ADDRESSED

- 1. LatexEditorController class had a lot of duplicate code that was addressed using the Substitute Algorithm refactoring, to make it easier to add new commands in the future by just adding it in one place, in a String array containing all the command elements.
- 2. Almost all the Command classes had a responsibility of being passed a VersionsManager object in their constructor and that created duplicate, unnecessary code. To address this, the VersionsManager class was implemented as a Singleton throughout the project, to provide a single point of access to the key objects used by the commands.
- 3. The getContents() method of the DocumentManager class had a lot of if statements that made its readability difficult. Once again, the Substitute Algorithm refactoring was used to lessen the struggle on the complexity of the method and put all the elements on a HashMap, making it easier to add new templates, if need arise.
- 4. As mentioned above, the VersionsManager class is the single point of access for most of the commands and other objects. That does not mean that this class must shoulder all the responsibilities of each connecting object. There existed methods outside the responsibility of the aforementioned class, that were implemented somewhere else in the project, such as saveContents() and loadFromFile(). These responsibilities did not reflect on the nature of the class as a VersionsManager but rather made it as a huge cluster of methods for no apparent reason. To address this issue, we removed various methods pertaining this problem, made a setter for the LatexEditorView object and removed any unnecessary method, that where useless and not used anywhere.

- 5. Same as the previous class, LatexEditorView has a lot of responsibilities. To better represent the intention given by the class name, a lot of variables were transferred to the LatexEditorController class to make them more accessible by the commands, because only they use them. Furthermore, the connection with VersionsManager was not needed anymore because it is now a Singleton and any field and method related to it was removed. Lastly, methods such saveContents() and loadFromFile() where moved to the corresponding commands. After these changes, the class focuses on the GUI aspect and connection than the model classes of the project.
- 6. MainWindow class had a Large Method that should have been a part of the application logic. One solution was to move it to the AddLatexCommand class but we preferred to make it a class of its own, the ContentsManager class. The purpose of this class is to make it easier to access the different types of contents and to be able to add more in the future, by storing them in a HashMap and providing a single entry point to get them. This new class is later used in the AddLatexCommand class.
- 7. Also other smaller refactorings were made in the whole project, where deemed necessary.

IMPLEMENTATION

Class Name: OpeningWindow	
Responsibilities	Collaborations
 Display itself 	LatexEditorView
■ Create New Document	■ ChooseTemplate
 Open Existing Document 	<u>choose remplate</u>

Class Name: MainWindow	
Responsibilities	Collaborations
Display itself	■ <u>LatexEditorView</u>
Buttons to call each command	■ <u>VersionsManager</u>
<u>Battons to can each communa</u>	■ <u>ChooseTemplate</u>

Class Name: ChooseTemplate	
Responsibilities	Collaborations
■ <u>Display itself</u>	
 Create File based on template 	■ <u>LatexEditorView</u>
■ <u>Create Main Window</u>	■ <u>MainWindow</u>
 Create Opening Window 	■ <u>OpeningWindow</u>

Class Name: LatexEditorView	
Responsibilities	Collaborations
 Data holder for windows contents 	■ <u>Document</u>
 Contains current commands controller 	■ <u>VersionsManager</u>
 Contains current document 	 <u>LatexEditorController</u>

Class Name: VersionsManager		
Responsibilities	Collaborations	
 Change Versions Strategy 		
 Enable/disable Versions Strategy 	■ <u>LatexEditorView</u>	
Store current document version	 VersionsStrategy & subclasses 	
 Rollback to previous document version 	■ <u>Document</u>	
 Provide singleton instance 	 VersionsManager 	

Class Name: Document	
Responsibilities	Collaborations
■ Hold document (meta)data	
■ Change contents & versionID	
■ Save to File	
■ Create a copy of itself	

Class Name: DocumentManager	
Responsibilities	Collaborations
 Create document 	
 Change it's contents based on template 	■ <u>Document</u>
■ Return preset template content	

Class Name: ContentsManager	
Responsibilities	Collaborations
 Provide preset content based on type 	LatexEditorView
 Add contents 	- <u>Latex Editor view</u>

Class Name: FileTemplateComparator	
Responsibilities	Collaborations
 Determine the template type of given contents 	■ <u>DocumentManager</u>

Class Name: VersionsStrategy	
Responsibilities	Collaborations
 Interface for versions strategies 	
 Update current document version 	
 Get current document version 	■ <u>Document</u>
 Change current strategy's history 	
■ Get document history	

- Damassa assaultan	
 Remove a version 	

Class Name: VolatileVersionsStrategy	
Responsibilities	Collaborations
 All of the VersionsStrategy responsibilities with certain changes 	
 Store document in memory 	
 Get current version from memory 	■ <u>Document</u>
 Change entire history in memory 	
■ Provide this history	
■ Remove a version	

Class Name: StableVersionsStrategy	
Responsibilities	Collaborations
 All of the VersionsStrategy responsibilities with certain changes 	■ <u>Document</u>
 Store document in disk storage 	

 Get current version from disk 	
 Change entire history in disk 	
 Get current version from disk (find file) 	
 Get all versions from disk 	
■ Remove a version	

Class Name: VersionsStrategyFactory	
Responsibilities	Collaborations
	■ <u>VersionsStrategy</u>
 <u>Create VersionsStrategy objects based</u> <u>on the specified type</u> 	 VolatileVersionsStrategy
	 StableVersionsStrategy

Class Name: Command	
Responsibilities	Collaborations
■ Interface for commands	
 Execute this command 	

Class Name: LatexEditorController	
Responsibilities	Collaborations
■ Enact specified command	■ <u>Command</u>
 Data holder for fields needed by the commands. 	 CommandsFactory

Class Name: CommandFactory	
Responsibilities	Collaborations
	■ Command
	 AddLatexCommand
■ Create command based on type	 ChangeVersionsStrategyCommand
	■ <u>CreateCommand</u>
	■ EnableVersionsManagementCommand
	 DisableVersionsManagementCommand
	■ <u>EditCommand</u>
	■ <u>SaveCommand</u>
	 LoadCommand

 RollbackToPreviousVersionCommand
 VersionsManager
■ <u>DocumentManager</u>

Class Name: AddLatexCommand	
Responsibilities	Collaborations
 Adds new content to the current 	 VersionsManager
document	■ <u>LatexEditorView</u>
 Also saves it after 	■ <u>LatexEditorController</u>

Class Name: ChangeVersionsStrategyCommand	
Responsibilities	Collaborations
 Change current VersionsStrategy 	■ <u>VersionsManager</u>

Class Name: CreateCommand	
Responsibilities	Collaborations

	■ <u>VersionsManager</u>
	■ <u>LatexEditorView</u>
 Create new document 	■ <u>LatexEditorController</u>
	■ <u>DocumentManager</u>
	■ <u>Document</u>

Class Name: EnableVersionsManagementCommand	
Responsibilities	Collaborations
 Enable versions management 	■ <u>VersionsManager</u>

Class Name: DisableVersionsManagementCommand	
Responsibilities	Collaborations
 Disable versions management 	 VersionsManager

Class Name: EditCommand	
Responsibilities	Collaborations

	 VersionsManager
 Save current GUI contents to document 	■ <u>LatexEditorView</u>
 Update versions history if enabled 	■ <u>LatexEditorController</u>
	■ <u>Document</u>

Class Name: SaveCommand	
Responsibilities	Collaborations
	■ <u>VersionsManager</u>
	■ <u>LatexEditorView</u>
 Save current version to a file 	 <u>LatexEditorController</u>
 Convert the contents to be saved to the specified format 	■ <u>Document</u>
	■ <u>FromLatexConverterFactory</u>
	■ <u>FromLatexConverter</u>

Class Name: LoadCommand	
Responsibilities	Collaborations

	■ <u>VersionsManager</u>
 Load file depending on its format 	 LatexEditorView
Convert loaded contents to Latex if	 LatexEditorController
needed	■ <u>Document</u>
■ Change current document as the	■ <u>ToLatexConverterFactory</u>
<u>loaded one</u>	■ <u>ToLatexConverter</u>
	■ <u>FileTemplateComparator</u>

Class Name: RollbackToPreviousVersionCommand	
Responsibilities	Collaborations
 Update current version to the previous one 	 VersionsManager

Class Name: ToLatexConverter	
Responsibilities	Collaborations
■ Interface for loading converters	
 Return a converted to Latex string 	

Class Name: ToLatexConverterFactory	
Responsibilities	Collaborations
 Create loading converter based on type 	■ <u>ToLatexConverter</u>

Class Name: FromHtmlConverter	
Responsibilities	Collaborations
■ Convert the given Latex string to html	

Class Name: FromLatexConverter	
Responsibilities	Collaborations
 Interface for saving converters 	
 Return a converted latex string to the specified type 	

Class Name: FromLatexConverterFactory	
Responsibilities	Collaborations

 Create saving converter based on type 	■ <u>FromLatexConverter</u>
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Class Name: ToHtmlConverter	
Responsibilities	Collaborations
■ Convert the given Latex string to html	