Mandatory requirements

- 1. The implemented patterns must comply with the GoF definition discussed during the courses and laboratories. Incomplete variations or implementations are not accepted.
- 2. The pattern must be implemented completely correctly to be considered
- 3. The solution does not contain compilation errors
- 4. Patterns can be treated separately or can be implemented on the same set of classes
- 5. Implementations that are not functionally related to the requirements of the subject will NOT be considered (taking any example from other sources will not be evaluated)
- 6. It is NOT allowed to modify the received classes
- 7. Solutions will be cross-checked using MOSS. Code sharing between students is not allowed. Solutions with a degree of similarity of more than 30% will be canceled.

Mandatory Clean Code requirements (you can lose 2 points for each requirement that is not met) - a maximum of 4 points can be lost

- 1. For naming classes, functions, attributes and variables, the Java Mix CamelCase naming convention shall be used;
- 2. Patterns and the class containing the main () method are defined in distinct packages that have the form cts.name.gNrGroup.pattern.model, cts.name.surname.gNrGroup.pattern.main (students in the additional year use "AS" Instead of gNrGroup)
- 3. Classes and methods are implemented respecting the principles of KISS, DRY and SOLID (attention to DIP)
- 4. The class names, methods, variables, and messages displayed on the console must be related to the received subject (generic names are not accepted). Functionally, the methods will display messages to the console that simulate the required action or will implement simple processing.

A software application is being developed for a Bicycle shop.

- **4p.** For a shop that manufactures and sells bicycles, it is desired to implement an application to help to manage the manufacture of bicycles. Thus, within the application, engineers have the possibility to create objects for bicycle sets that have several characteristics, some of which are optional: wheel diameter, brake type, protective helmet, glasses, etc. Any set created can no longer be modified and will be sold as it was created. To implement the module that will help managers in the process of creating objects of type Bicycle. The Bicycle class must implement the IBicycle interface.
- **1p.** Test the solution by creating at least four objects via the implemented module.
- **4p.** The solution must allow the <u>creation</u> of Bicycles <u>of different types</u>: MTB, Electric, Trekking. For each type of bicycle, a class related to the type of bicycle that implements the IBicycle interface is used. To implement the module that will help the engineers of the bicycle manufacturing shop in the process of creating objects from the <u>IBicycle family</u>.
- **1p.** Test the solution by creating at least four objects from at least two different categories in the IBicycle family.