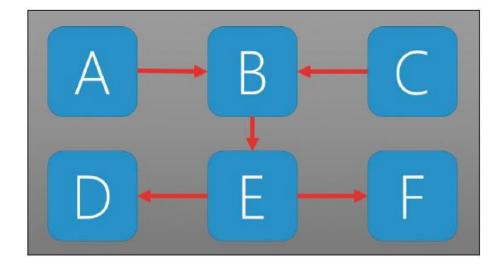
# Application development

A standard architecture for practical use

#### Problem definition & goals

What's wrong with the functional focus?

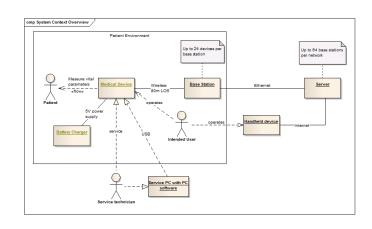


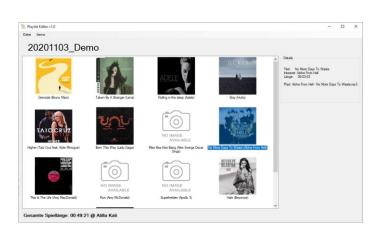


#### Problem definition & goals

- What's wrong with the functional focus?
- Fundamentals of software quality and architecture patterns
- Learning by doing

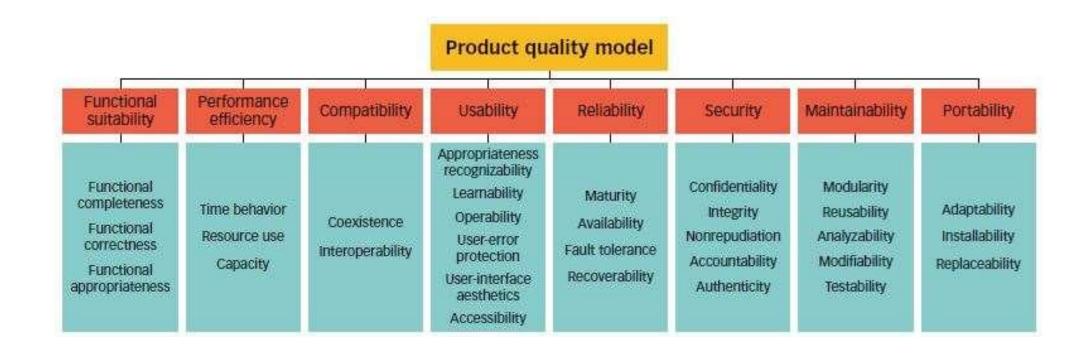






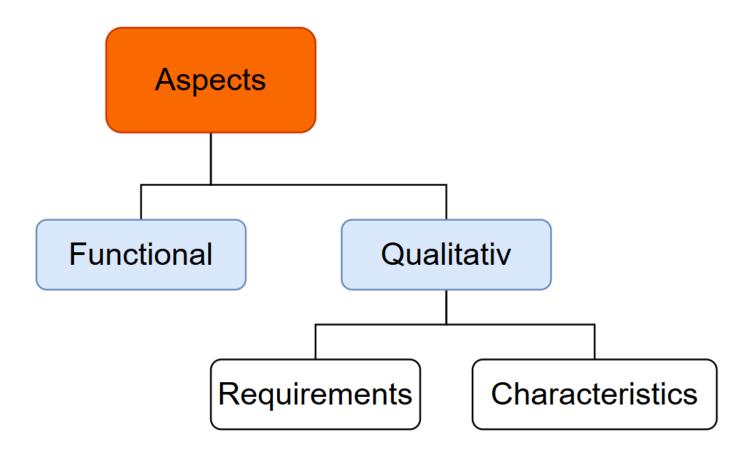
#### The software quality model

• ISO 25010/2011 (ISO/IEC 9126)



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• ISO 25010/2011 (ISO/IEC 9126)



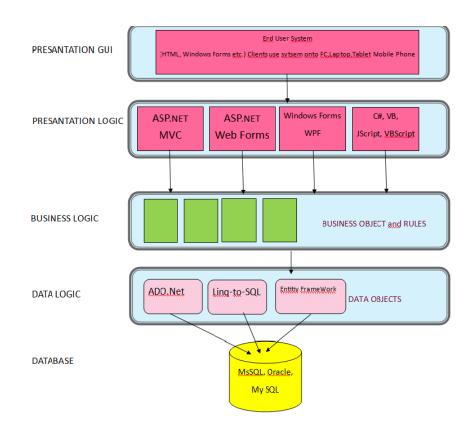
### The software quality model

Constant quality characteristics



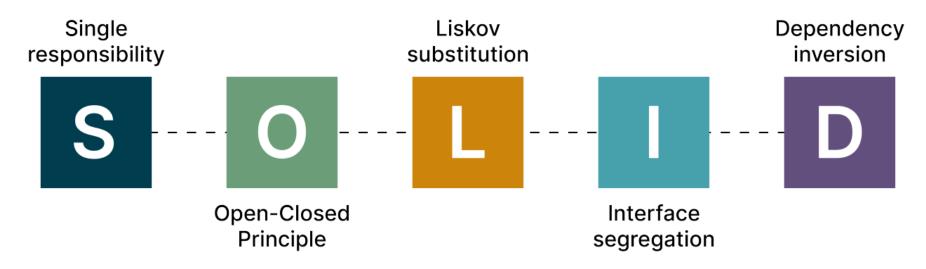
### Architectur – Design Patterns

#### Why to have a architectur?





#### Architectur – Design Principles



- **S**ingle Responsibility Principle Each class should have only one responsibility or reason to change.
- Open/Closed Principle Software entities should be open for extension but closed for modification.
- Liskov Substitution Principle Subtypes must be substitutable for their base types without breaking the application.
- Interface Segregation Principle Clients should not be forced to depend on interfaces they do not use.
- Dependency Inversion Principle Depend on abstractions, not on concrete implementations.

...acronym for five key object-oriented design principles, that help to create robust, maintainable software

#### Architectur – Design Patterns

#### What are Design-Patterns?

- Blueprints
- Based on design principles
- Solutions to specific problems
- Maintainability & reuse
- Common language

Creational Design Pattern

Constructor

Factory

**Abstract Factory** 

Prototype

Singleton

Builder

Structural Design Pattern

Adapter

Bridge

Composite

Decorator

Facade

Flyweight

Proxy

Behavioral Design Pattern

Chain of Responsibility

Command

Iterator

Mediator

Memento

Observer

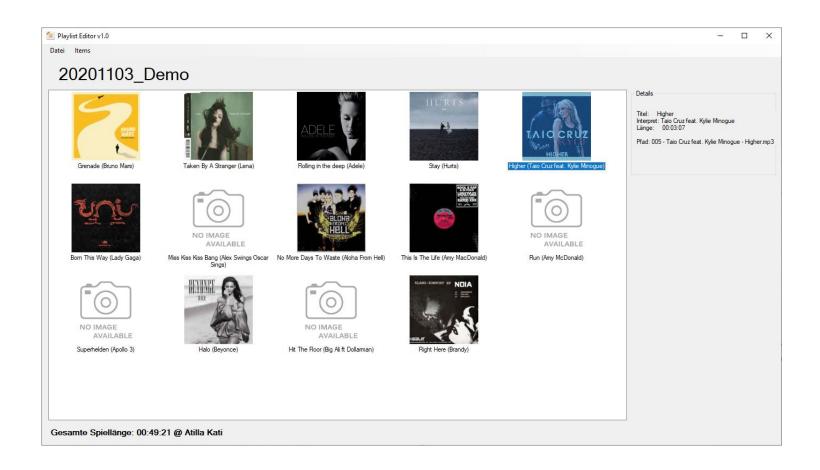
State

Strategy

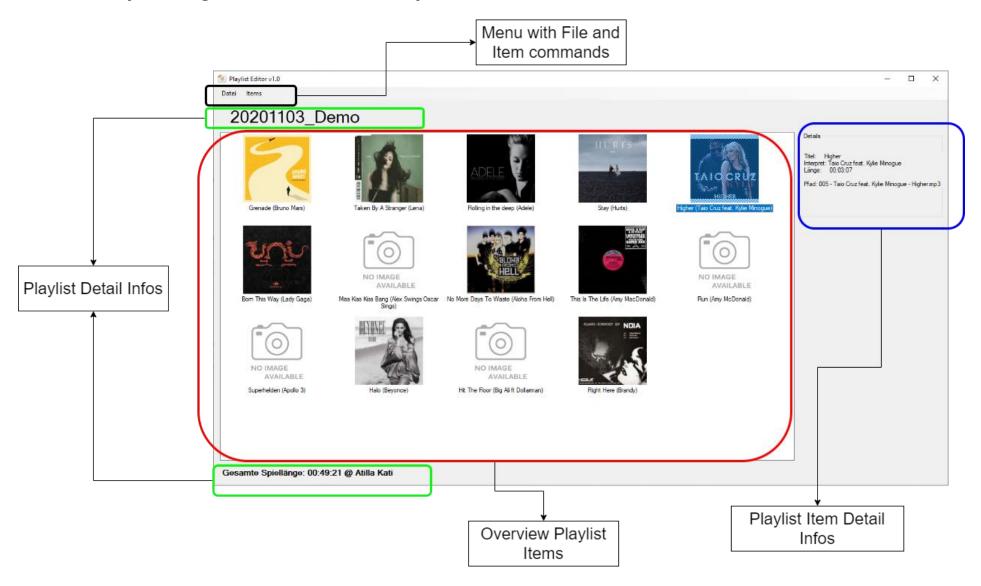
Template Method

Visitor

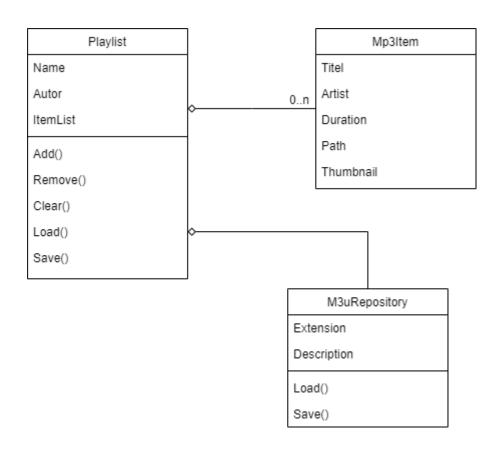
## Our project



#### Our project - Requirements

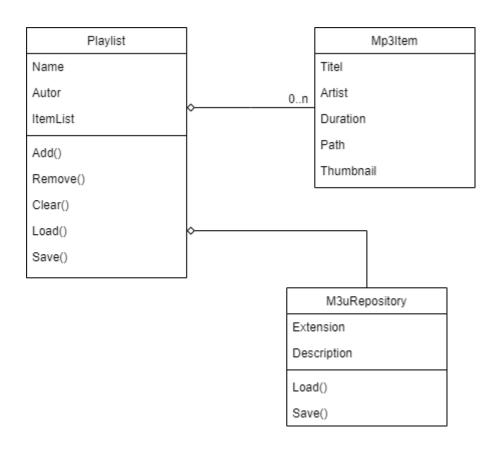


#### Our project - Requirements

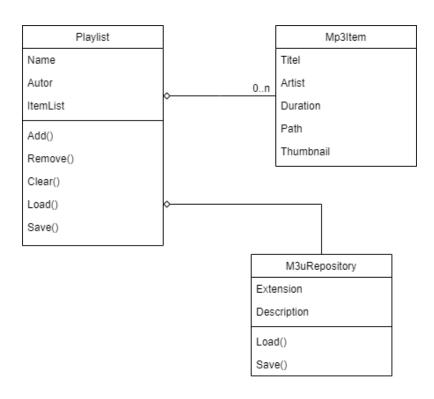


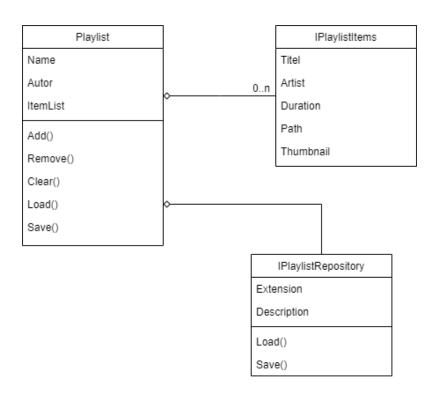
- It should also be possible to manage other media such as images or videos in a playlist. The type list should be easy to extend.
- It should be possible to load and save different playlist formats. The type list should be easy to extend.
- Thumbnails should always be displayed for playlist items
- For details on mp3 files, a media database should be contacted (imdb, discogs)

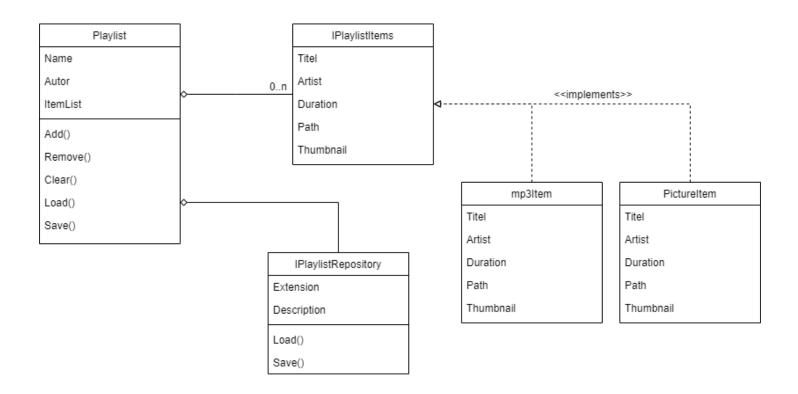
#### Our project - Requirements

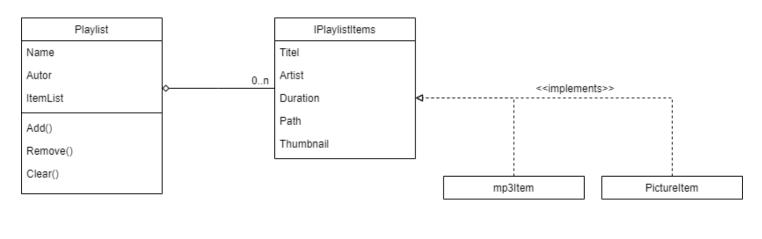


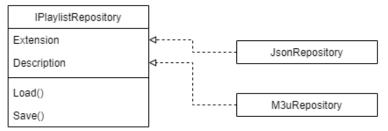
- For new item and playlist types, no existing (code) types should have to be changed
- Components should be able to be tested individually (as units)
- Dependencies (creation and usage dependencies) should be reduced or avoided

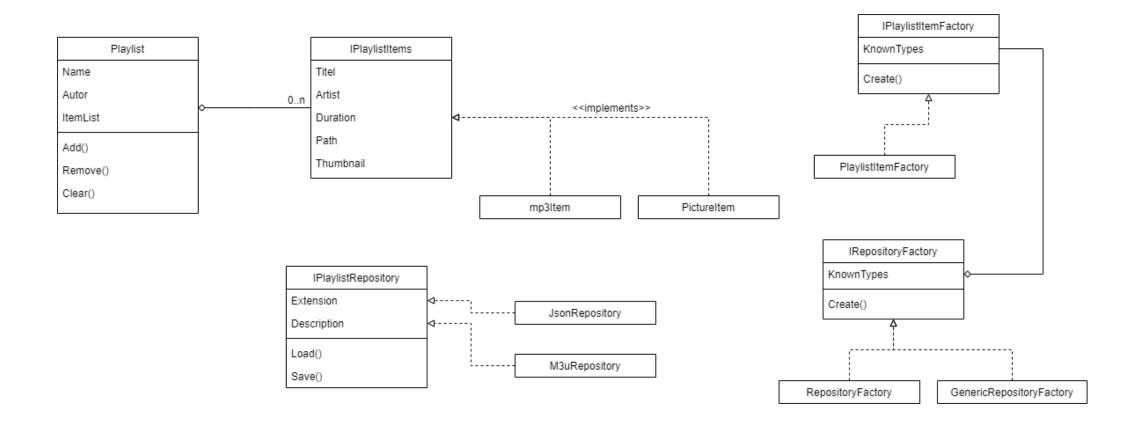


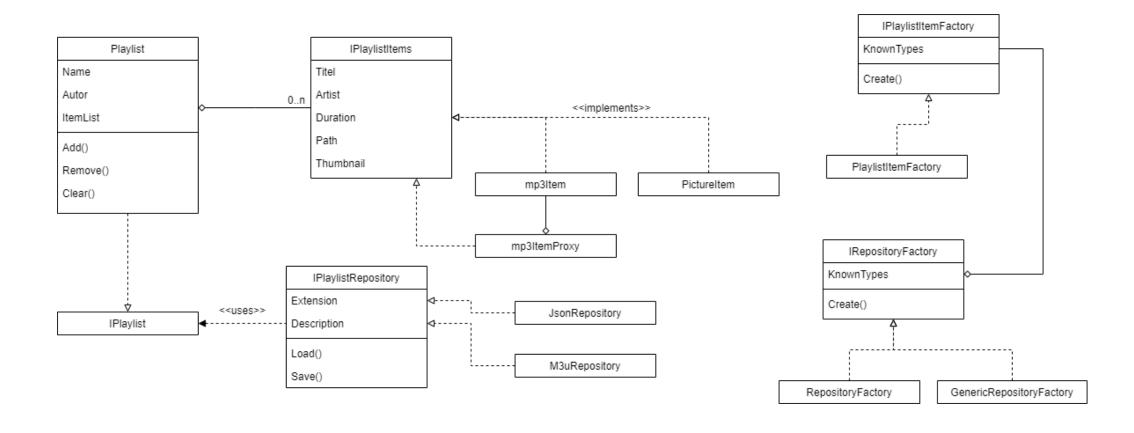




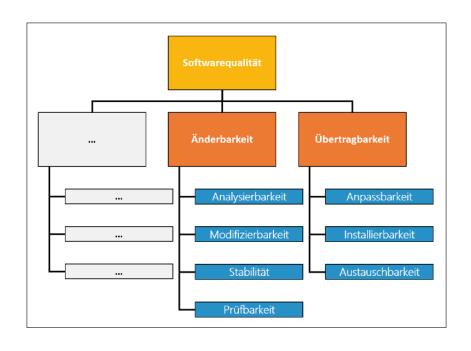








#### Conclusion



- Simplifying through
  - Single Responsibility Prinzip
  - Program to abstractions, not implementations
  - Composition over inheritance
  - Inversion of Control
- Resolve dependencies
  - Strategy Pattern
  - Dependency Injection
  - Factory Method

## Danke!

