

# - 개발 구조 설계 -

# Boot Loader

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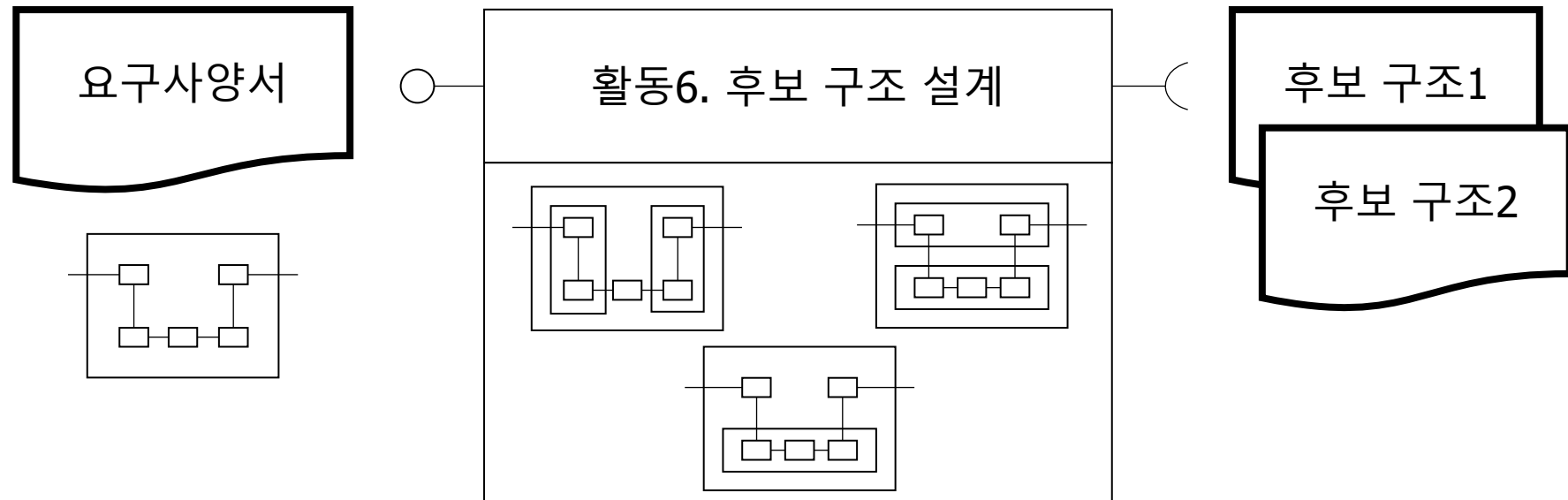
조 용 진

(drajin.cho@bosornd.com)

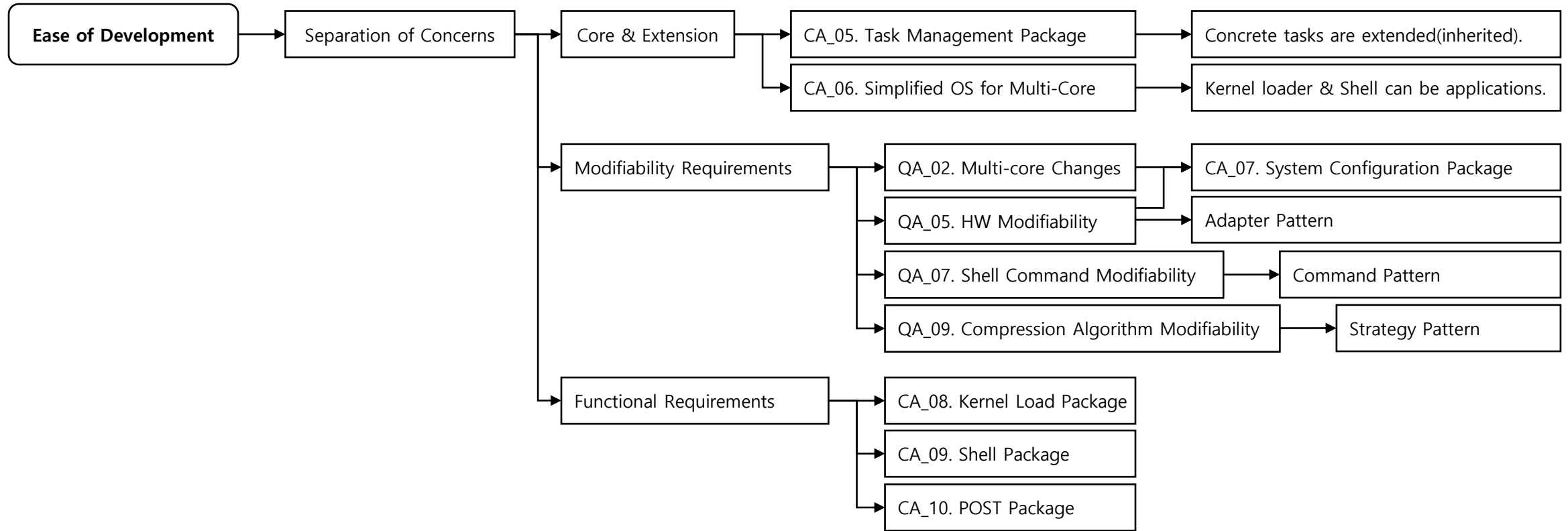
# 활동6. 후보 구조 설계

## 목적

도메인 모델(개념적 구조)을 실현하기 위한 시스템 구조를 설계한다.  
품질 요구사항을 개선하는 후보 구조를 설계한다.



# 활동6. 후보 구조 설계 (개발)



# 활동6. 후보 구조 설계 (개발)

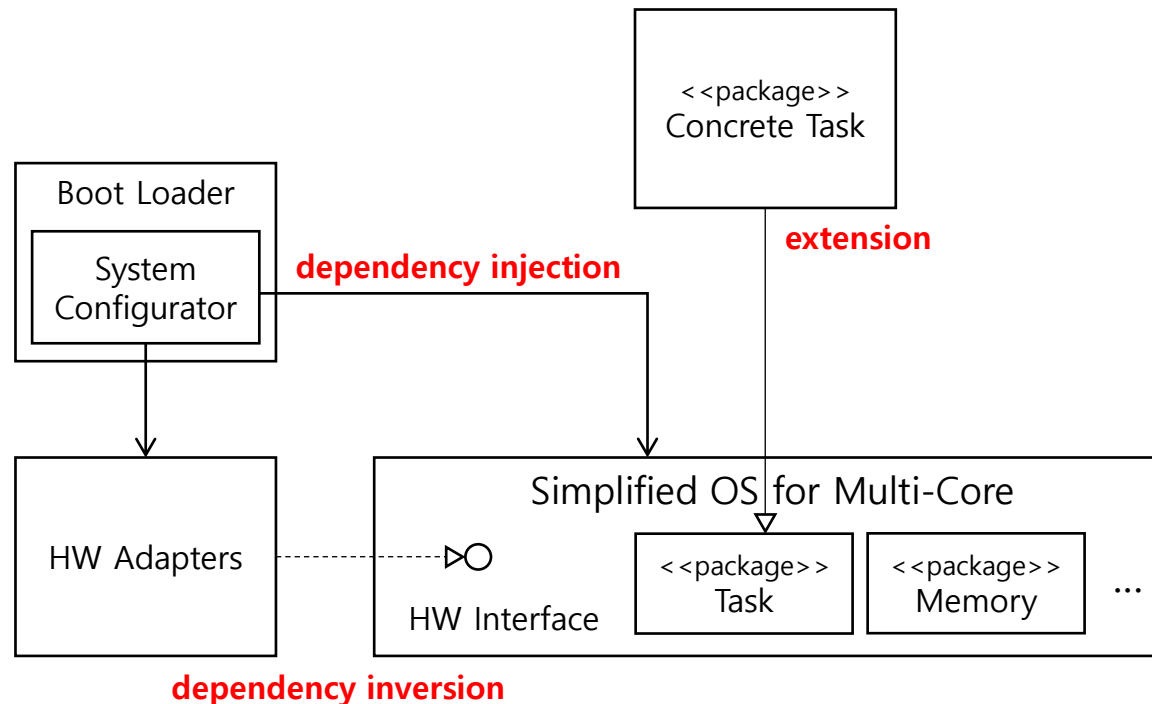
## QA\_05. HW Modifiability

Localize the modules affected by the change.

→ SRP

Don't depend on modules affected by the change.

→ DIP



# 활동6. 후보 구조 설계 (개발)

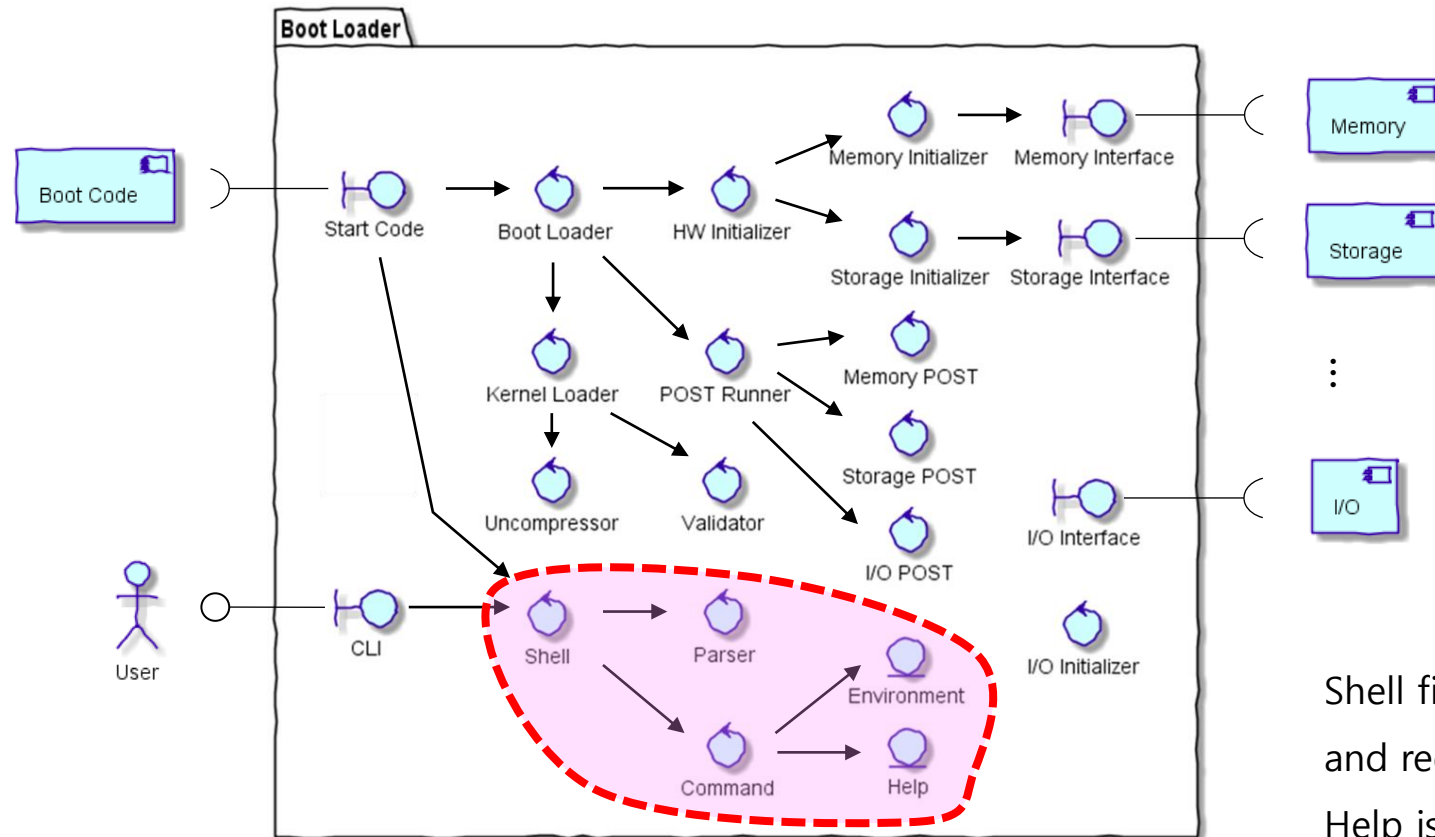
## QA\_07. Shell Command Modifiability

Localize the modules affected by the change.

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→ DIP



Shell finds a command object to handle user command and requests execution.

Help is affected by changes of commands.

Concrete commands extend the abstract command.

# 활동6. 후보 구조 설계 (개발)

## QA\_07. Shell Command Modifiability

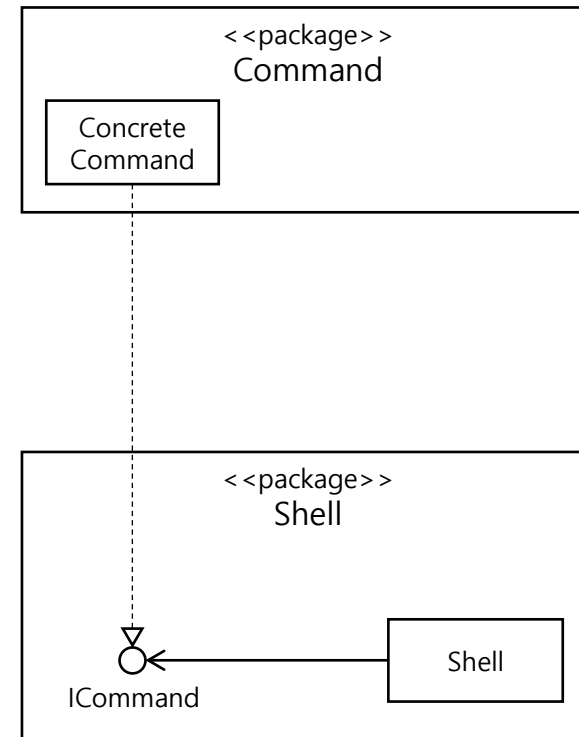
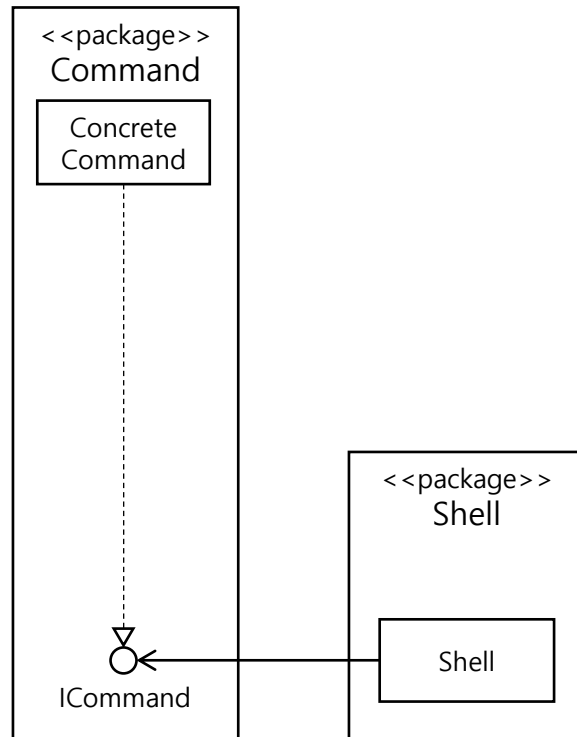
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### Command Pattern



# 활동6. 후보 구조 설계 (개발)

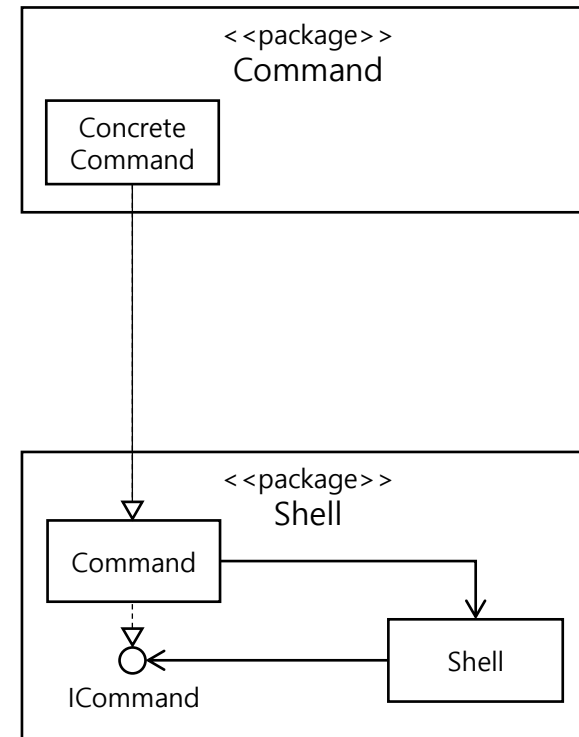
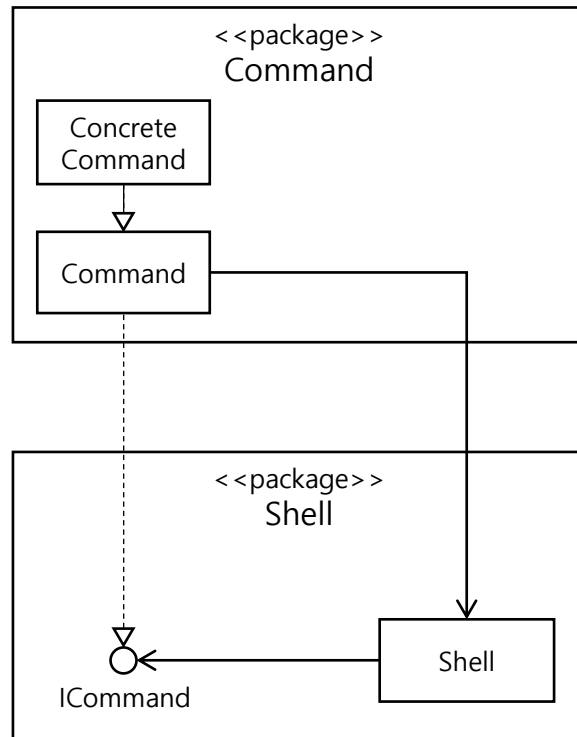
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# 활동6. 후보 구조 설계 (개발)

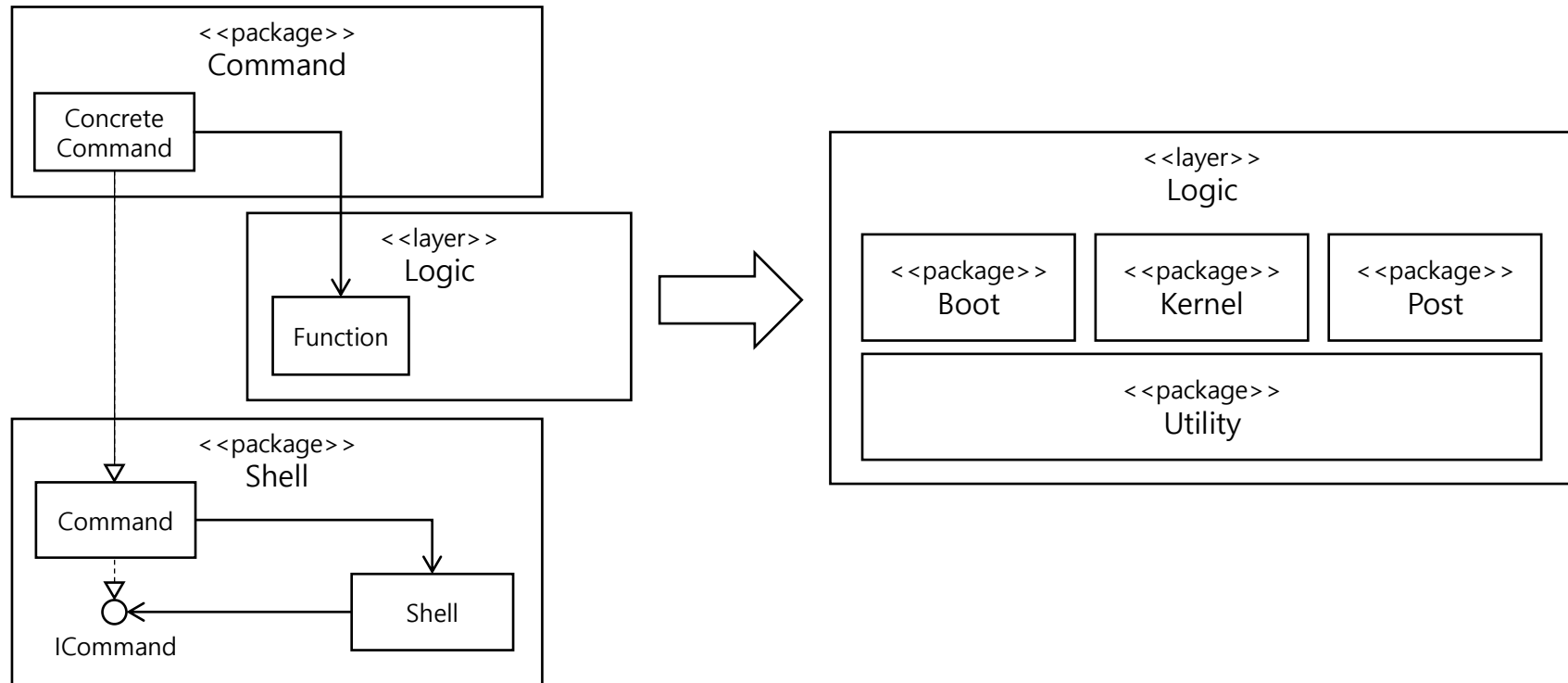
## QA\_07. Shell Command Modifiability

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# 활동7. 최종 구조 설계 (개발)

