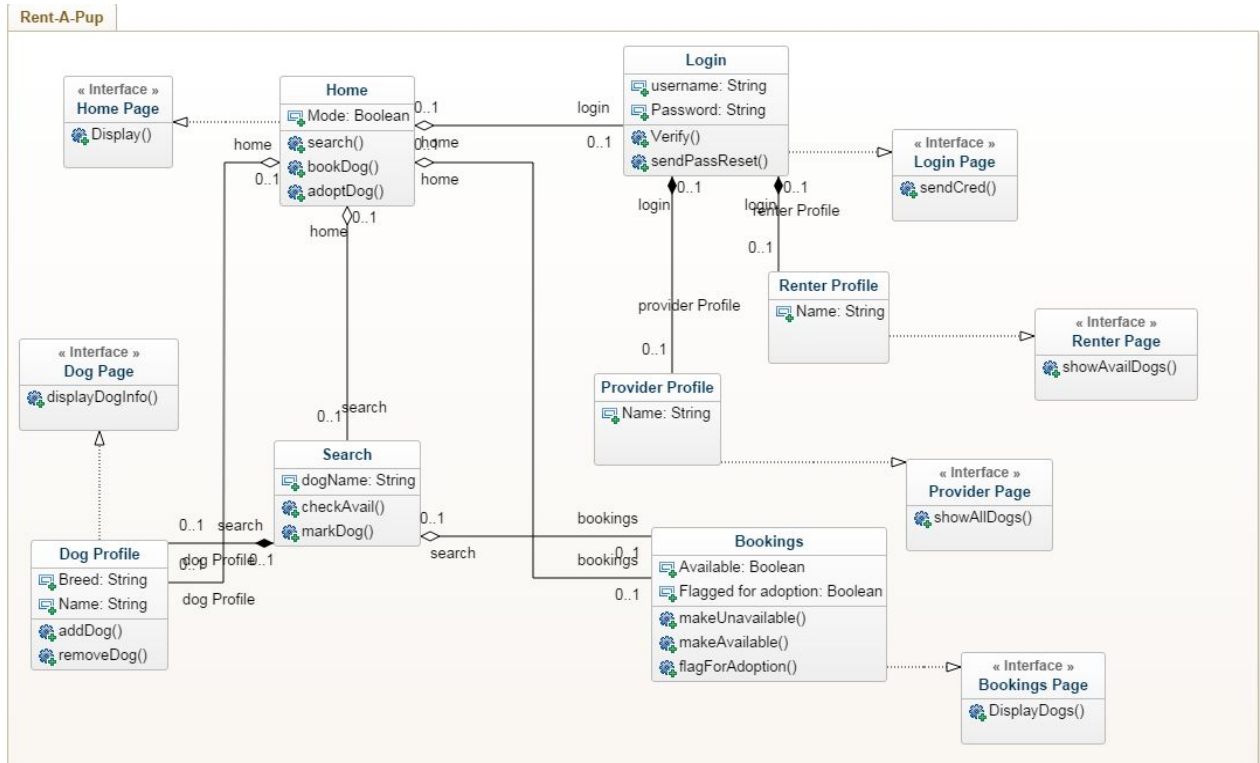
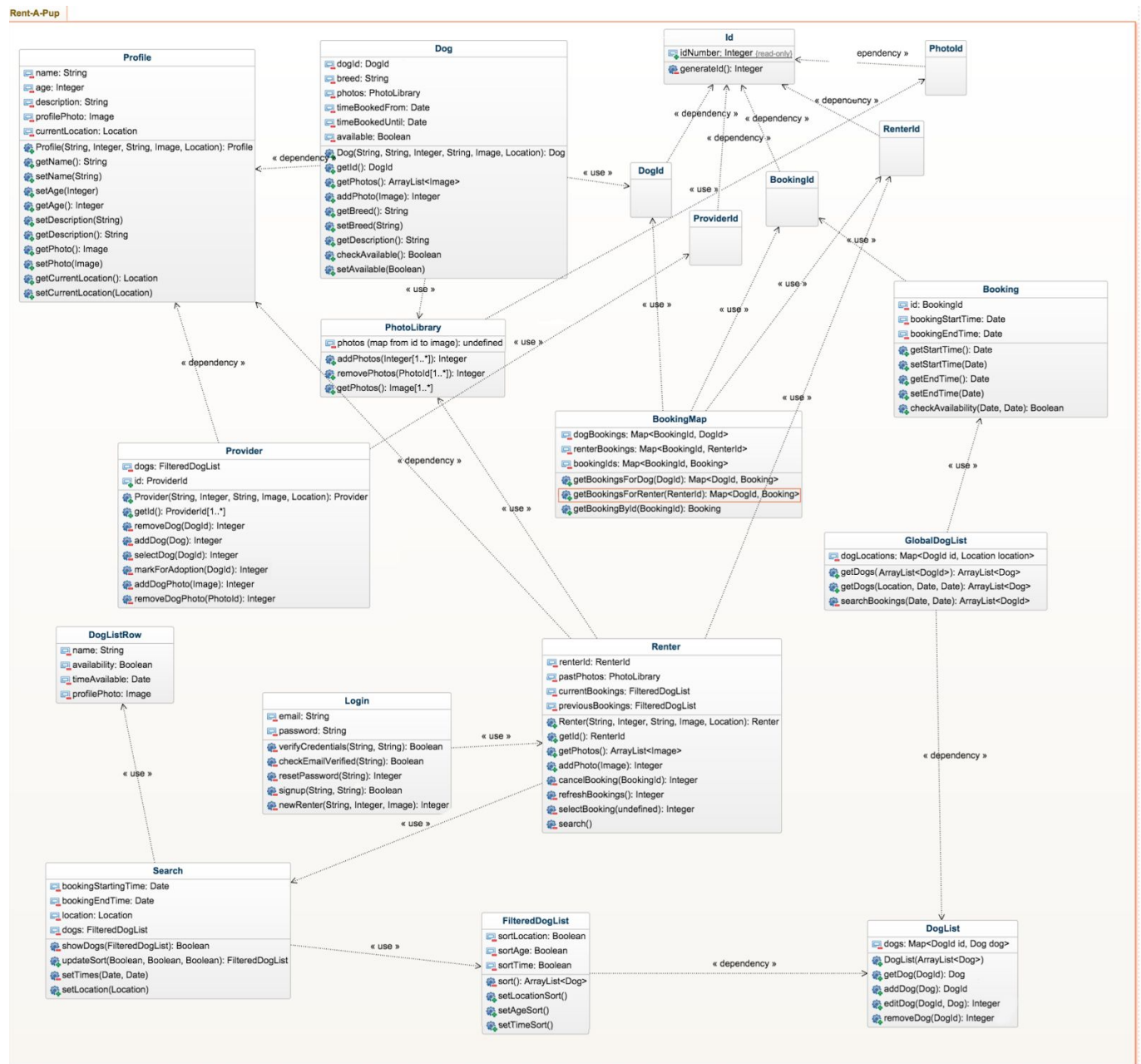


Project Part 3 : Refactoring  
Team : Calvin, Elias, Elijah, Callie

Project Part 2 Class Diagram :



## Project Part 3 Class Diagram :



\*diagram is missing single dotted <<use>> arrow from Provider to PhotoLibrary

## Refactoring and Applied Design Patterns:

We refactored the functions in our class diagram to have the correct return values. This included the functions in Search, Login, Profile, Renter, Dog, Provider, and Booking. Search now has more functionality to specify how the database is being queried. We added `setLocation()`, `setTimes()` and `updateSort()` which returns a `FilteredDogList` because when the renter searches for dogs in the area within a specific time frame, `updateSort()` queries the `petData` collection in our database to find all documents that match the searched area and that do not have appointments scheduled at the searched time frame. In the Renter class we added more functions so the renter can now cancel a booking with `cancelBooking()` which returns an integer that similar to `selectBooking()`, will depending on the integer value, print out success, failure or an error message. An error message would be returned if for example a connection to the database cannot be made. The Login class now features `checkEmailVerified()` which will verify the renter is using a valid email address. `Verify()` in our previous class diagram was changed to `verifyCredentials()` which now returns a `String`. If the renter logs in with the correct login information, this function will return `Success` or `Failure` or an error message if for example a connection to the database was lost.

We added the classes `DogListRow`, `FilteredDogList`, `GlobalDogList`, `DogList`, `PhotoLibrary`, `Id`, `BookingMap`, and we changed the Profile structure. We made `DogList`, `Id`, and `Profile` to be superclasses to provide abstraction and minimize repetition in the code. We changed `Provider Profile` and `Renter Profile` to be combined into one `Profile` class that is now a superclass of the `Renter`, `Provider` and `Dog` classes. This creates a more organized structure because renters, dogs, and providers all have descriptions, names, photos, and locations that is then inherited from `Profile`. `Id` is a superclass to `DogId()`, `ProviderId()`, `BookingId()`, `RenterId()`, and `PhotoId()` which allows all different types of id's to inherit the `generateId()` function and the `idNumber` which is a read-only integer so it cannot be altered. The `generateId()` function also creates an ID that is unique to each dog\*\*\*\*\*. This way, other classes such as `Booking`, `PhotoLibrary`, `Renter`, `BookingMap`, `Provider`, and `Dog` can all use the uniquely generated ids to reference photos, bookings, dogs, etc. The `PhotoLibrary` class was added to again provide abstraction as all profiles (`Dog`, `Renter` and `Provider`) all use this class to change, add or remove their photo. `DogList` is a superclass of `GlobalDogList` and `FilteredDogList` because `DogList` provides the higher level functionality of editing, adding, and removing dogs while `FilteredDogList` and `GlobalDogList` provides more lower level functionality of sorting through the list of dogs and searching through bookings to return a list of `dogIds`. We added

BookingMap to return a list of all bookings made for renters or for dogs or to list bookings by BookingId while the class Booking is used internally when searching for bookings.

The design patterns that we applied to our new class diagram include template pattern, observer pattern, and command pattern. When we added the Profile superclass, we utilized the template pattern because we localized common behavior to increase code reuse. If perhaps we wanted to expand this Rent-A-Pup service to include cats or other pets, we could simply add a new subclass of Profile that contains only cat or pet specific functionality. In creating the superclass Id, we again utilized template pattern because we abstracted the code to generate id's for renterId, dogId, providerId, bookingId and photoId. We also used it with our third superclass DogList in again abstracting code for the subclasses GlobalDogList and FilteredDogList. Another design pattern that we utilized was the observer design pattern because when a renter searches for dogs based on location and time frame, a FilteredDogList is returned which needs to remain updated such that the possibility of a double booking is minimized. Another design pattern that we used was the command design pattern because when a renter makes a booking and then needs to cancel their booking, a request is submitted through the cancelBooking() functionality that then must undo what the selectBooking() function did.

We are currently working on implementing the flyweight design pattern as well as the proxy design pattern, because there will be many different ways to "resort" a page that the user is on, and having to reload everything each time could get very costly, these should help minimize that cost. We are looking into implementing the Memento design pattern for deleting dogs from the database, because everyone makes mistakes and we want to minimize the potential impact of those mistakes when they do happen.