Project1_Unit4

By Yi (Elliot) Cao

Andrew: yc2

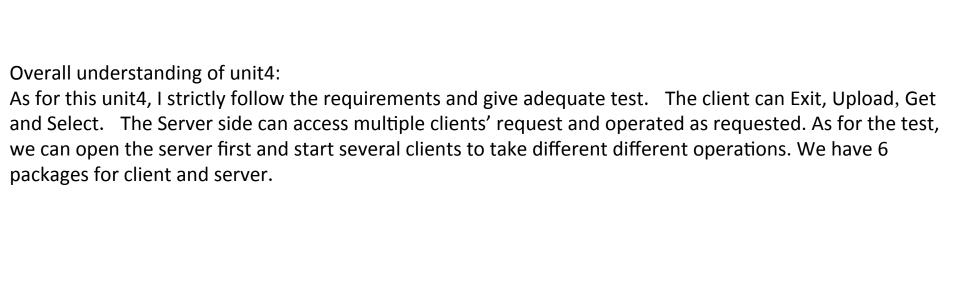
Overall Total - 33.5/40

- -5 constants and socket interface not implemented
- -1.5 total price should be displayed and calculated as per configuration

Changes made to reclaim points:

- Socket constants interface has been implemented as SoketConstans.java both in server and client side;
- Final total price as been calculated as test in page 10

Test cases have been presented from page 6-10 6.5 possible points could be added back;



As for the server side:

Adaptor:

BuildAuto: a class implements all functions of proxyAutomobile, CreateAuto, UpdateAuto, mainly used for hiding all these function from users.

CreateAuto: an interface, used to build auto object and print auto object

FixAuto: an interface, used to fix the exceptions

proxyAutomobile: encapsulate all "CRUD" operations for automobile

UpdateAuto: an interface, used to update the OptionSet and Option

EditThreads: an interface, used to bridge the EditOptions and BuildAuto class

Exception:

AutoException: implements FixAuto used to fix exceptions:

ExceptionNum: to enumerate all exceptions

Helpers: include different fix methods for different exceptions

log: used to record the timestamp of exception and the err message of exception

Model:

Automobile: encapsulate all necessary operations and attributes for car OptionSet: encapsulate all optionset and options' operation and attributes AutoList: encapsulate automobile operations and attributes

Util:

FileIO: used to build auto object and serialization and deserialization

Scale:

EditOptions: implement multithreads operations

OptinNum: to enumerate all edit options

Server:

AutoServer: the interface includes all responses for client request operations

BuildCarModelOptions: implements the AutoServer DefaultSocketServer: access the client side requests

Server: start the server side;

SocketConstants: include the constants for socket

As for the client side:

Adaptor:

BuildAuto: a class implements all functions of proxyAutomobile, CreateAuto, UpdateAuto, mainly used for hiding all these function from users.

CreateAuto: an interface, used to build auto object and print auto object

FixAuto: an interface, used to fix the exceptions

proxyAutomobile: encapsulate all "CRUD" operations for automobile

UpdateAuto: an interface, used to update the OptionSet and Option

EditThreads: an interface, used to bridge the EditOptions and BuildAuto class

Exception:

AutoException: implements FixAuto used to fix exceptions:

ExceptionNum: to enumerate all exceptions

Helpers: include different fix methods for different exceptions

log: used to record the timestamp of exception and the err message of exception

Model:

Automobile: encapsulate all necessary operations and attributes for car OptionSet: encapsulate all optionset and options' operation and attributes

AutoList: encapsulate automobile operations and attributes

Util:

FileIO: used to build auto object and serialization and deserialization

Scale:

EditOptions: implement multithreads operations

OptinNum: to enumerate all edit options

Client:

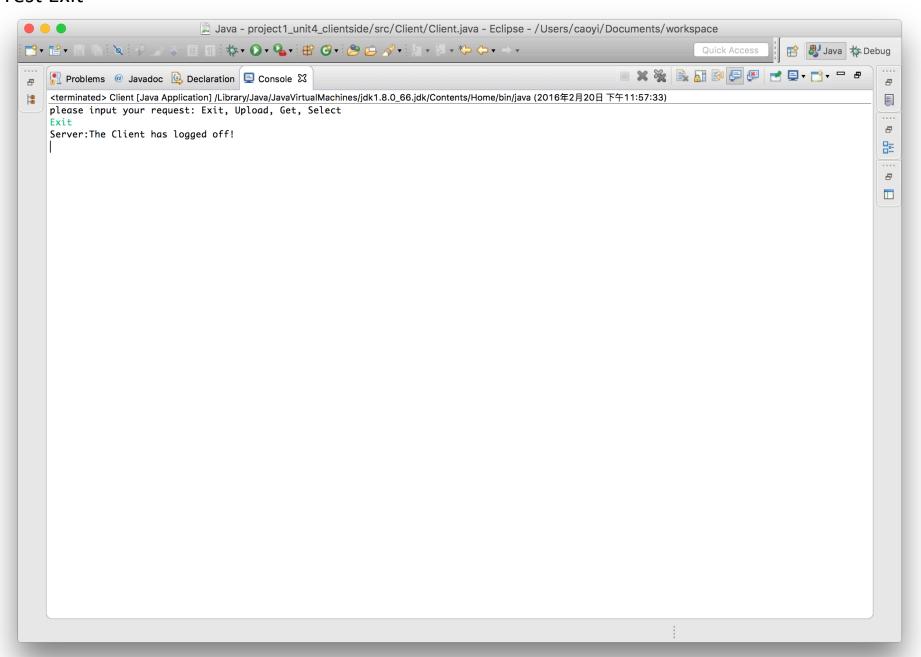
CarModelOptionsIO: bridge the communication to the server side

DefaultSocketClient: access the server side requests

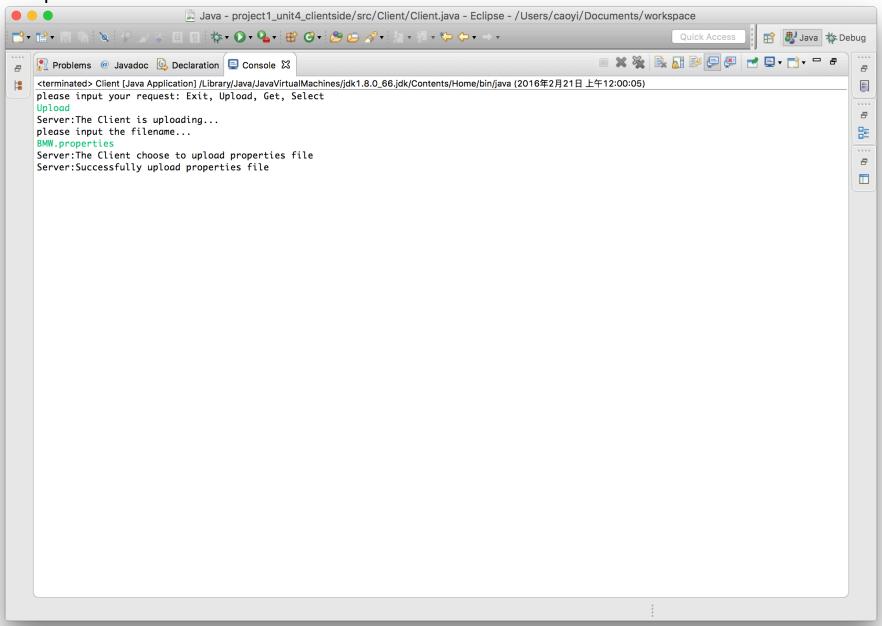
Client: start the client side;

SocketConstants: include the constants for socket

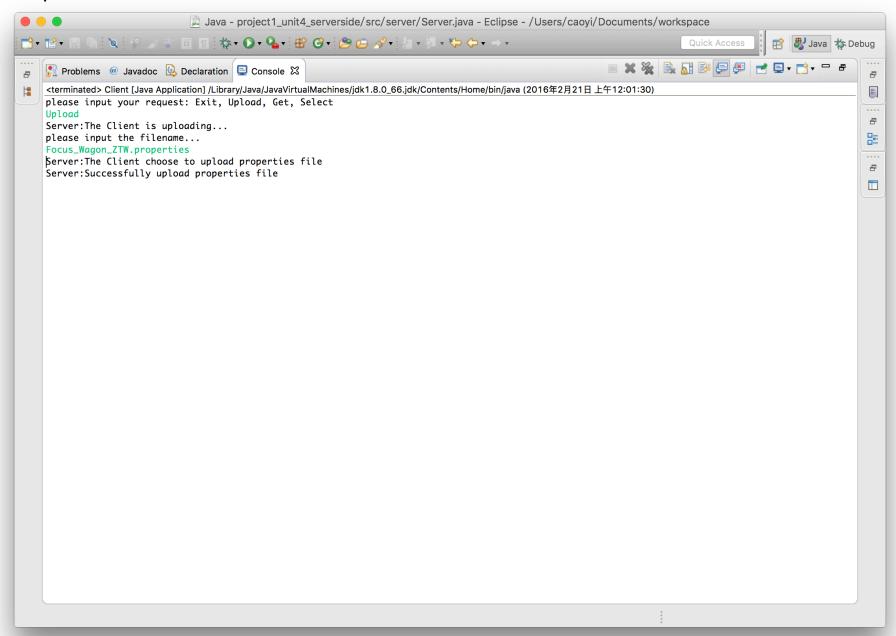
Test Exit



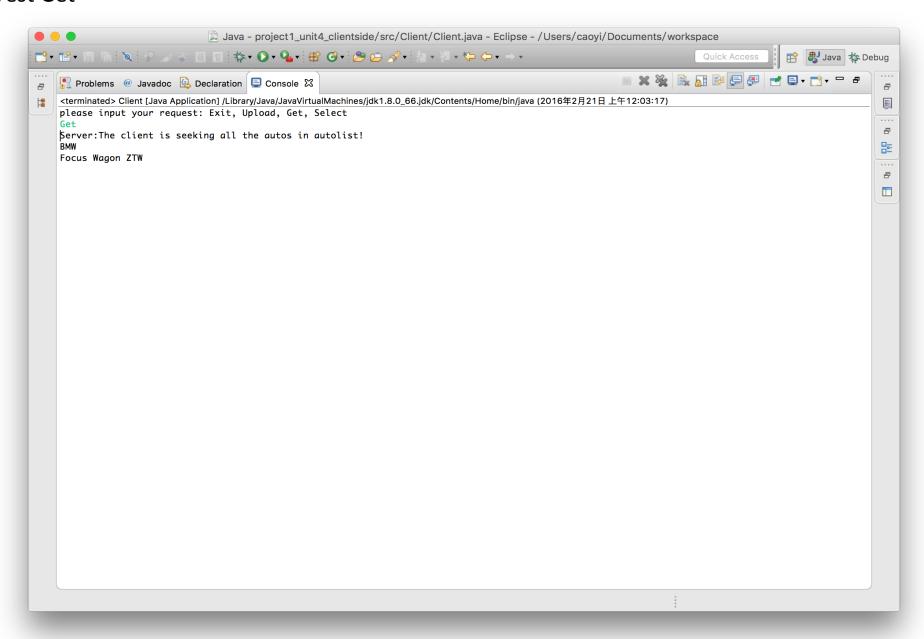
Text Upload



Text Upload



Test Get



Test Select

