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5AHITT

DEZSYS01

REMOTING PATTERNS

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# Task Description

Das Framework für Remoting Patterns finden sie unter dem Thema "Resources"!  
  
Gruppenarbeit: 2 Mitglieder (Server/Client)  
  
Analysieren Sie in einer Gruppe von 2 Leuten die mitgelieferte Implementation der verteilten LeelaApplikation. Identifizieren Sie dabei alle verwendeten Elemente der "Basic Remoting Patterns" und erstellen Sie UML-Klassendiagramme für die Pakete comm, comm.socket, comm.soap, evs2009 und evs2009.mapping  
  
Schließen Sie die unfertigen Tests ab, und dokumentieren Sie etwaige Schwierigkeiten.  
  
Was ist zu tun?

* UML Klassendiagramm
* Erweitern der Testfälle (mind. einen Testfall erweitern)
* Kritik und Verbesserungsvorschläge

*Punkte (16):*

*Identifikation von Basic Remoting Patterns ... 1Pkt  
Beschreibung der Applikation ... 4Pkt  
UML-Diagramme ... 3Pkt  
Schreiben von einem neuen Testfall ... 2Pkt  
konstruktive Verbesserungsvorschläge / Kritikpunkte ... 6Pkt*

# Design consideration

## REQUIREMENT: Identification of Remoting Patterns Usage

Which patterns have been used? Bla bla

## REQUIREMENT: Description of the application

The application does this and that, also it has the functionality of bla bla

It is working like jada jada

## REQUIREMENT: UML-Diagrams

The UMLs are located right heeeeeeere

## REQUIREMENT: Writing a new Test Case

I am a happy new test case and this is my story….

Once upon a time there was a test case

It was written by Wolfgang Mair and lived happily ever after

THE END

## REQUIREMENT: Constructive Tips for Improvement / Critics

Some of the less efficient hotpoints of the application are:

Bla bla

Jada jada

Here?

*“I feel so lonely”*

# Apportionment of work with effort estimation

|  |  |  |  |
| --- | --- | --- | --- |
| **Competent person(s)** | **Task** | **Description** | **Estimated time in h** |
| Janeczek | Design consideration | How do I realize the state machines in C? | 2 |
| Janeczek | State-Centric Solution | Implementing the State-Centric solution | 3 |
| Janeczek | State-Centric Hidden Solution | Implementing the State-Centric solution with Hidden Transitions | 2 |
| Janeczek | Event-Centric Solution | Implementing the Event-Centric solution | 2 |
| Janeczek | State Pattern Solution | Implementing the State Pattern Solution | 3 |
| Janeczek | Makefile | Creating a Makefile for the project | 1 |

# Final Time Apportionment

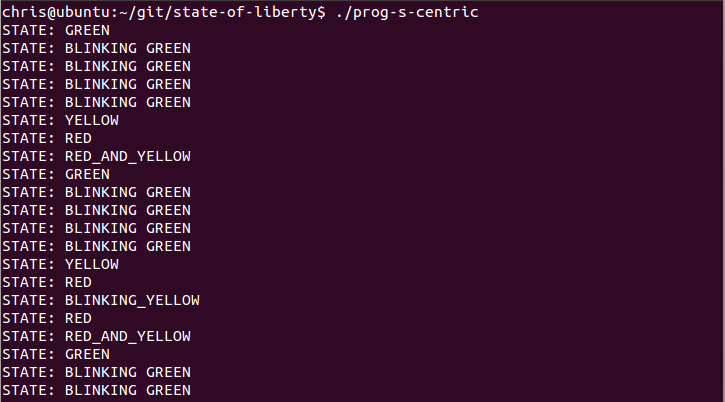
|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Competent person(s)** | **Task** | **Estimated time in h** | **Actual time in h** | **Comment** |
| Janeczek | Design consideration | 2 | 3 | I need to get better at Software-Planning! |
| Janeczek | State-Centric Solution | 3 | 4 | It took me quite some time to get comfortable working in C |
| Janeczek | State-Centric Hidden Solution | 2 | 3 | Hidden Transactions required some newly defined methods, which consumed quite an amount of time |
| Janeczek | Event-Centric Solution | 2 | 2 | „Same“ as the State-centric, just with events |
| Janeczek | State Pattern Solution | 3 | ? | ? |
| Janeczek | Makefile | 1 | 0,5 | Makefiles are sexy |
|  |  | 13 | 12,5 |  |

# Task execution

1. Brainstorming with other people: “How do I realize all this in C?”
2. Installing all needed packages, for example: clang, sublime text editor, etc.
3. Getting started with C again. Some warming-up with older tasks.
4. Writing the state-centric solution. Took more time than expected, I got quite sloppy in C.
5. Got more familiar with C and wrote the state-centric hidden solution in an adequate amount of time.
6. The event-centric solution was an advanced solution of the already written state-centric solution.
7. From what I have heard, the State Pattern solution is going to be “zach”.
8. I already know how to define data types in C, but object-oriented programming will be more difficult than expected.
9. I need to learn, how to efficiently build my program. Component-based programming is a must-do, because code duplication is more than just affecting the style of my code.
10. I was successful in creating a header file with the method-heads.
11. One .c – file was redefining each method, which was defined in functions.h
12. Creating the Makefile was an easy task, and I came to this conclusion: Makefiles make the whole thing sexy

# Test report

## State Centric State-Machine



## State Centric State-Machine Hidden Transitions

## 

## Event Centric State-Machine

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# Bibliography

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