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Part1PeerReview / Notebook.md

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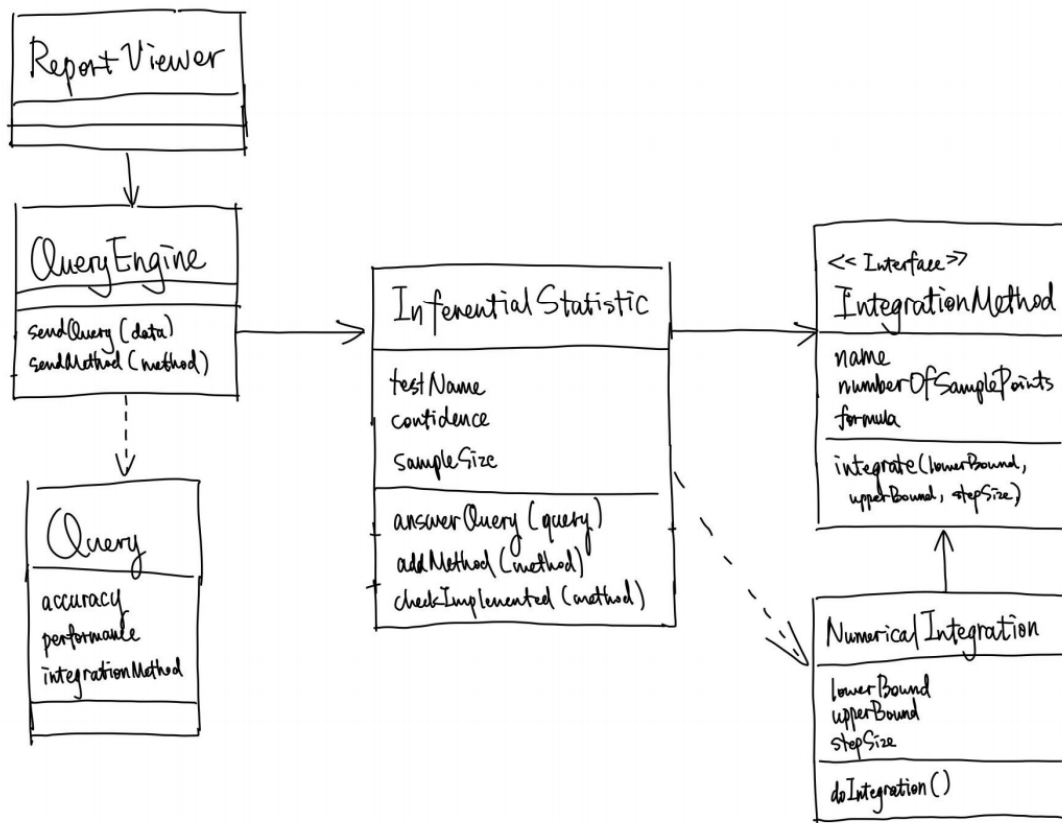


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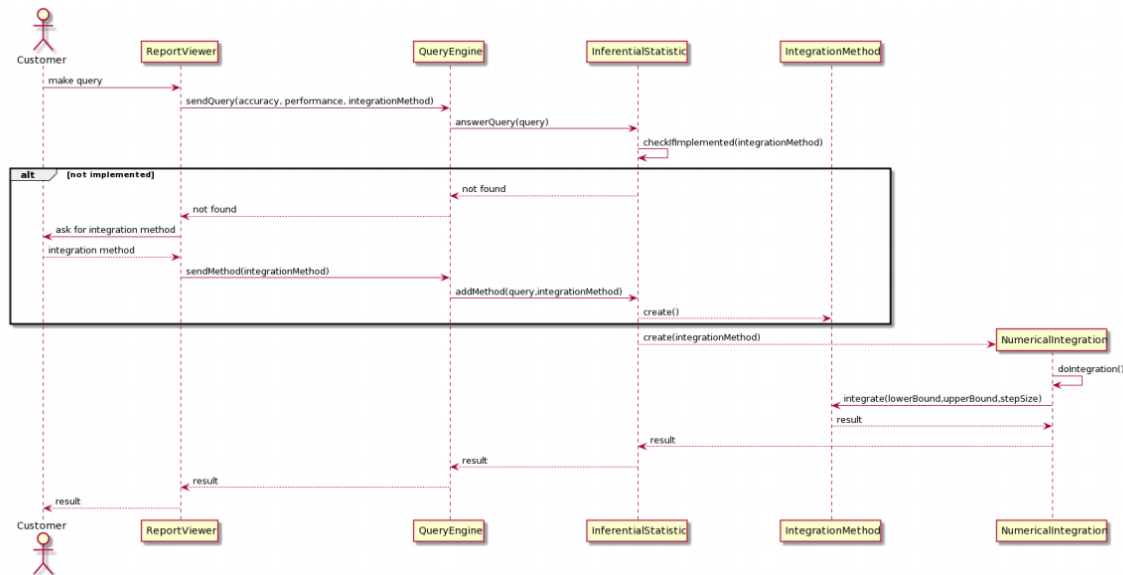
Part 1 Peer Review

Date -- 4/29/2020

Final Class Diagram



Final Sequence Diagram



Discussion

To what extent did the peer's design function?

It functioned, but required a decent amount of change on my end to get it to work. There were a couple issues that would have caused compile errors; the interface had fields in it and there needed to be parameters passed into the `integrationMethod()`. Additionally, there was no main method, so I was confused on where the program would actually start. Lastly, there were no actual implementations of the `IntegrationMethod` interface. These were all minor issues that I was able to fix, but it did require a fair amount of code to be changed from the initial class diagram. Once fixed, the design functioned well.

To what extent did the design favor composition over inheritance?

The initial design didn't favor composition over inheritance for a simple reason; there were no actual implementations of the `IntegrationMethod` class. If there were implementations of `IntegrationMethod`, then it would have favored composition over inheritance. If you considered the implementations that I put in to get the design to function, then it did a good job favoring composition over inheritance. It only used the `IntegrationMethod` interface implementation to do the individual integrations.

To what extent did the design program to interfaces?

The design did a good job programming to interfaces. It used the `IntegrationMethod` interface to hold the `integrate()` method, and the `NumericalIntegration` class had a reference to that interface. One small issue was that the design gave the interface some fields, which is wrong, so I removed them.

To what extent was the design loosely coupled? Were there any trainwrecks?

Yes, this design is loosely coupled. There are a few dependencies between `NumericalIntegration` and the actual implementations of the `IntegrationMethod` interface, but this is expected. There are certainly not any unnecessary dependencies or associations between any class or interfaces, and there were no trainwrecks.

To what extent was the design cohesive? Did it violate Single Responsibility Principle anywhere?

The design was very cohesive. Both the `NumericalIntegration` class and the `IntegrationMethod` class have **only one reason to change**. They both carry out one responsibility and demonstrated high cohesion. Additionally, each `IntegrationMethod` implementation had one `integrate()` method to properly perform its respective integration method, and a `getName()` method to simply return the actual name of the integration type.

Was there anything that your peer's design/notebook lacked that would have made life easier for you?

Yes. I don't think it was necessary to include the classes that were not related to the actual Numerical Integration layer of the architecture. Additionally, there should not have been fields inside of the interface. Finally, it would have been easier to understand if there was at least one concrete implementation of the `IntegrationMethod`, as it took me a few tries to really wrap my head around what the design intended.

In retrospect: was there anything that your notebook was lacking that would have made life easier for someone else?

Yes. I probably should have noted that my `ConcreteImplementations` of the `IntegrationMethod` were not actually going to be the real concrete implementations, they were just there to be placeholders.

Time Spent - 3 hours (includes implementing the actual design)

Part 2 Decorator

Date -- 4/30/2020

Candidate Design 1

For my first candidate design, I propose that we give the `IntegrationMethod` interface an abstract decorator called **IntegrationDecorator**. That abstract decorator will have one concrete Decorator implementation, called `AreaUnderTheCurveDecorator`. In the `AreaUnderTheCurveDecorator`'s `integrate` method, it will call `Math.abs(integrate())`, so that the integrals are properly calculated to consider negative regions.

Pros

This approach will do a very good job of **adding additional responsibilities to an object dynamically**. Additionally, this design will allow us to add on additional functionality to our integration methods in the future. Also, we don't have to change **any existing code** to add on this decorator. Overall, it gets the job done without touching the existing code.

Cons

We will have to add an additional dependency between the `NumericalIntegration` class and the actual `AreaUnderTheCurveDecorator`. Also if this ends up being our only additional functionality added to the `IntegrationMethod`, then this would be an overall design decision, and you could simply override the `integrate` method in another class to do the job with less code. However, it is likely that the design will in fact change in the future, and so I believe the pros outweigh the cons.

Candidate Design 2

For the second candidate design, I propose we could give the `NumericalIntegration` class a decorator. This would allow us to modify the fields within the class if we wanted to change the step sizes or the bounds of integration. Additionally, we could modify our `NumericalIntegration` class and allow it to have an option for absolute values, and then we could include that functionality with our decorator.

Pros

The pros to this approach are almost identical to the pros for the Candidate Design 1. The only different pro is that this approach will be able to add is the fact that we are going to decorate the `doIntegrate()` method instead of the `integrate()` method inside of the `IntegrationMethod` interface. This approach also does a good job of **adding additional responsibilities to an object dynamically**. We also have access to change more variables; namely the step size and bounds of integration.

Cons

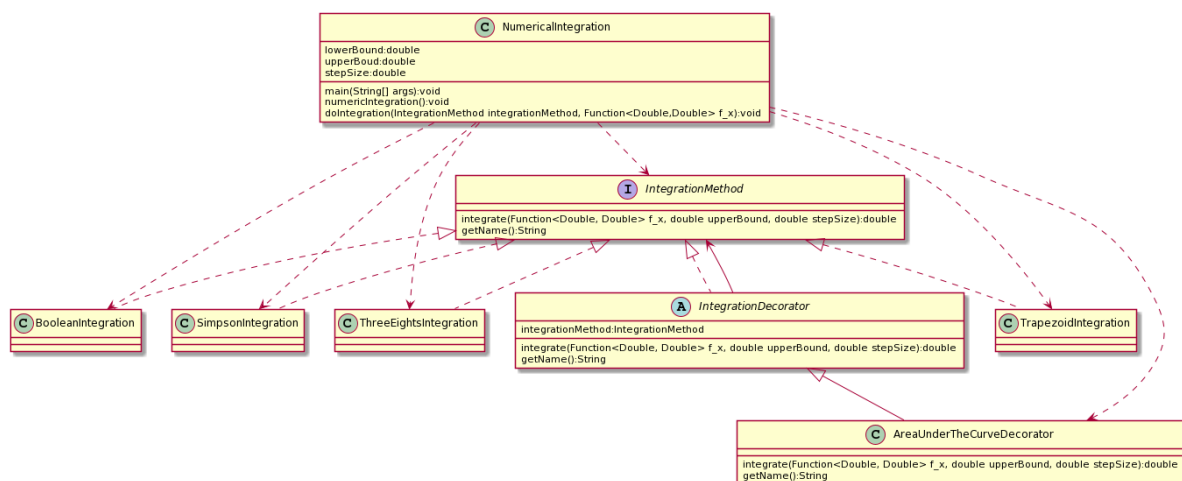
Again, this adds additional dependencies into our system. However a larger con is that this does not end up changing the functionality of the `integrate()` method. Instead, it more focuses on **changing the bounds of integration**. This would make it much more difficult for the client to properly set the bounds and step size to accurately get the area under the curve. Additionally, this will require us to **change the existing code**, which is very undesirable.

Preference

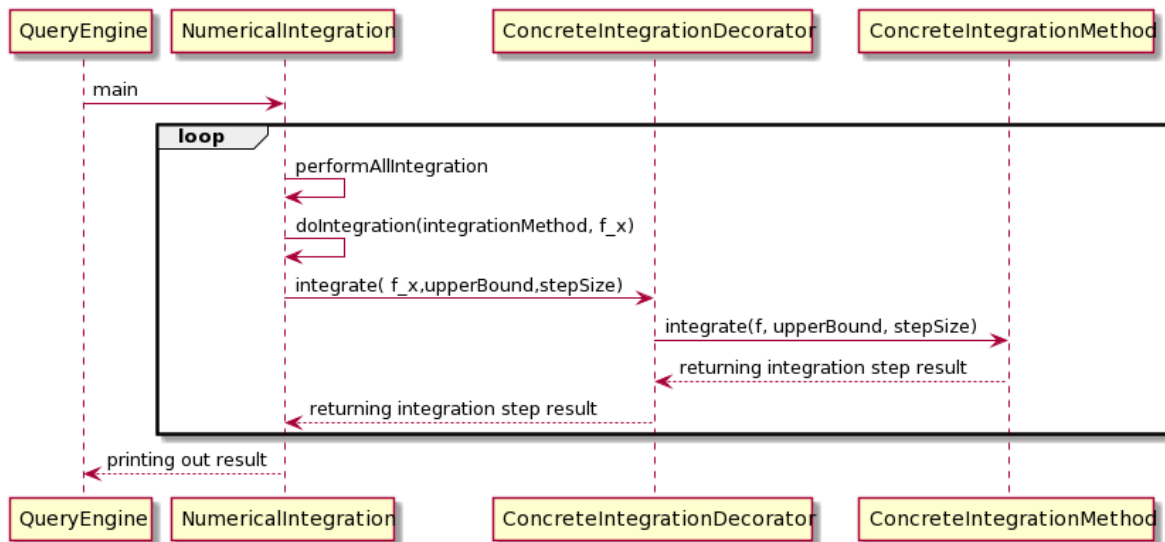
I prefer the first design because it is better geared towards actually changing the value returned by the integration method. We will have a greater flexibility on the ability the change what values will be returned by the `integrate()` method. This also does a better job of adding additional behavior without changing underlying code. Also, this better prepares the system for more integration method changes that will come in the future.

Sketch of Class & Sequence Diagrams

Class Diagram



Sequence Diagram



Citations

<https://ramj2ee.blogspot.com/2013/12/decorator-design-pattern-sequence.html>

<https://www.softwareideas.net/a/391/Decorator-Design-Pattern--UML-Diagrams->

<https://www.visual-paradigm.com/tutorials/decoratordesignpattern.jsp>

Time Spent -- 2 hours