Coursework

260CT Software Engineering

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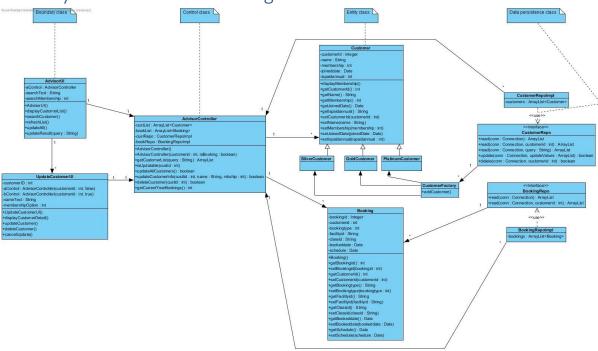
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Task 1

Four-layered architectural design model



The chosen functionality is membership management. For the details of the four layers, there are user interface layer, application and business logic layer, domain data layer and data persistence layer. The user interface layer that has boundary classes to graphically handle input and output with the clients has two user interfaces; AdvisorUI, and UpdateCustomerUI. In the AdvisorUI, customers are listed with search form in order to select specific customer to update the information. When selected the specific customer, the UpdateCustomerUI is opened to check the customer details with booking lists and change name and membership. The application and business logic layer that is control classes to coordinate the application logic for each use case (Hedley, 2019) has AdvisorController. The AdvisorController provides getting customer and booking lists, updating customer details and deleting customer. The domain data layer that has data objects contained in data classes (Hedley, 2019) and stores data from the data persistence class as an array list has two classes; Customer and Booking. The two classes allow to store data from the database table. The data persistence layer that has data persistence classes to access the underlying database and handle data from the database has two classes with two extended classes; CustomerRepo with CustomerRepoImpl and BookingRepo with BookingRepoImpl. They are similar roles to AdvisorController and two entities classes but they have actual parts to read, update and delete data from the database after connected to the database.

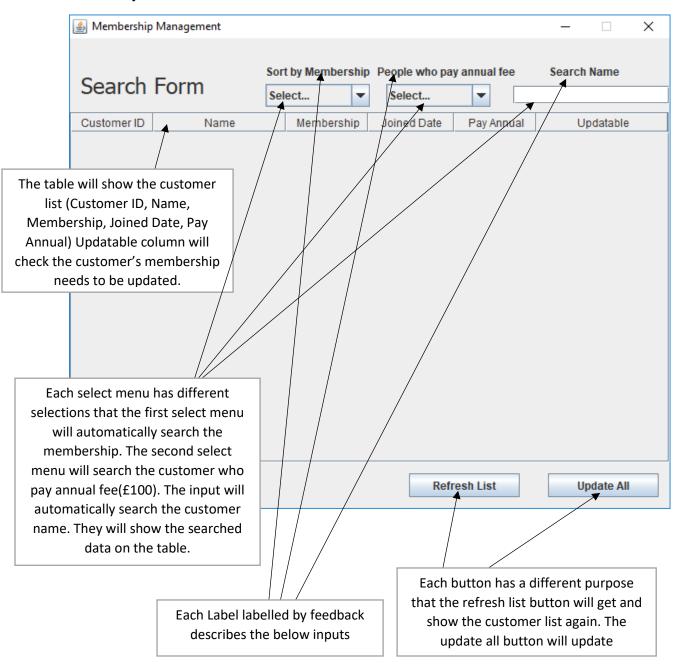
For the GRASP pattern, Façade controller pattern is applied; one class represents the "system" or business and controls everything in that system. (*Hedley, 2019*) The reason is that the system is a complex system that would have an external communication layer over the existing system that is not compatible with the system. The control class has responsibility to show customer list, details and booking list, to update the customer information that the client sends the input form, included name and membership, and to delete the customer data.

For the GoF pattern, Factory method pattern is applied to the entity class; instantiates the appropriate subclass based on information supplied by the client or extracted from the current state. (Hedley, 2019) Firstly, the factory class works to add Customer details by using Customer Class. When displayMembership function is called, then show the membership as a string because the membership is stored as an integer at the database. By separating to display membership as a string and an integer, the useless codes are deleted, for example, distinguish the membership as an integer and show it as a string, using switch statement. The booking entity class can't be linked to GoldCustomer because the class is necessary to update a membership from silver to gold and if the class is linked only to GoldCustomer, then silver can't be upgraded or platinum can't be downgraded to gold. Also, PlatinumCustomer can't take ispaidannual column from the database because if it takes the column, then silver or gold can't be upgraded to platinum. The reason why they are happened is that if the class is linked and the PlatinumCustomer takes the column, only the customers who got gold or platinum membership can be seen the booking lists or the column but other memberships can't be seen them.

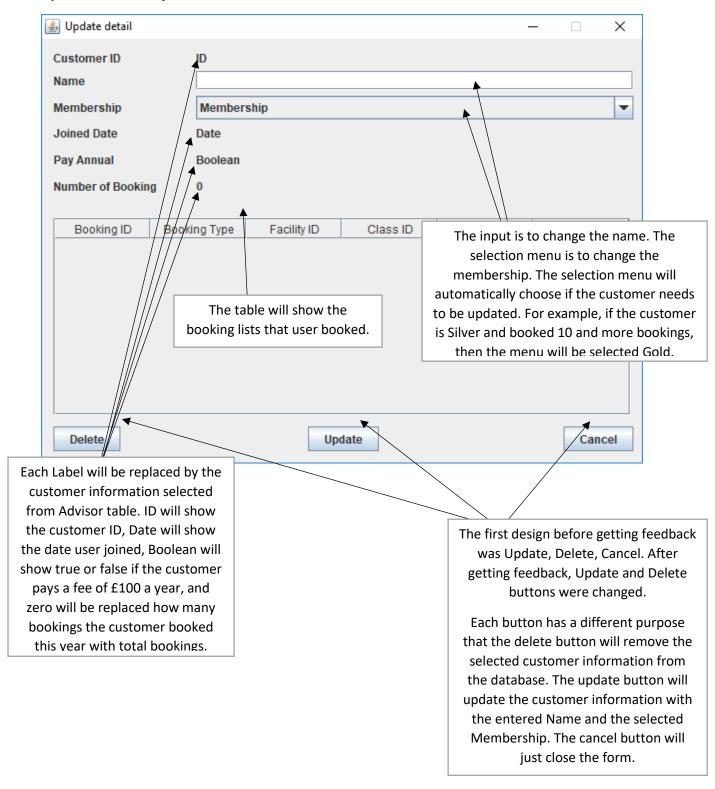
Task 2

First prototype user interface design

AdvisorUI.java



UpdateCustomerUI.java



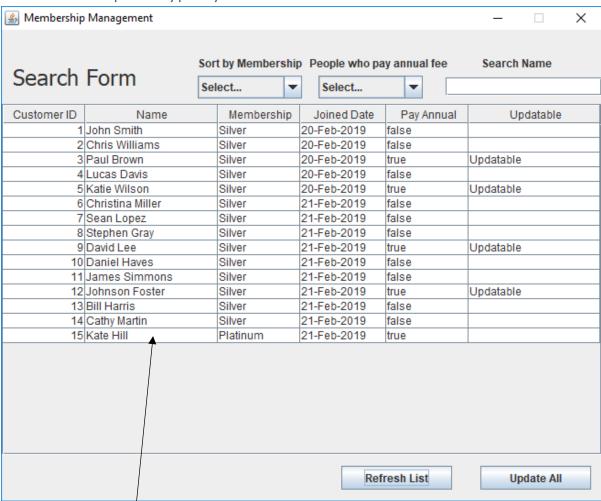
Automated unit testing

```
package sportsfacility;
import org.junit.Test;
import static org.junit.Assert.*;
/**
 * @author Haseong Kim
*/
public class AdvisorControllerIT {
    public AdvisorControllerIT() {
    }
     * Test of updateC The instance object is to
                                                class
                                                       This is to get the return value
     * @param custid
                         test the existed function.
                                                         from the existed function.
     * @param name
     * @param mbship
    Boolean testUpdateCustomerInfo(int custid, String name, int mbship) {
        System.out.println("updateCustomerInfo");
        AdvisorController instance = new AdvisorController(custid, false);
        boolean result = instance.updateCustomerInfo(custid, name, mbship);
        return result;
    @Test
    public void testMain() {
        assertEquals(testUpdateCustomerInfo(1, "John Smith", 0), true);
        assertEquals(testUpdateCustomerInfo(3, "Paul Brown", 2), true);
        assertEquals(testUpdateCustomerInfo(5, "Katie Wilson", 1), true);
        assertEquals(testUpdateCustomerInfo(0, "", 0), false);
        assertEquals(testUpdateCustomerInfo(1, "", 1), false);
     The test main function calls the
                                                   The automated testing
    testUpdateCustomerInfo function
                                                 (assertEquals) requires the
            automatically.
                                                   expected return value.
```

```
Output - SportsFacility (test) X
                [TestNG] Running:
                        Command line suite
[VerboseTestNG] RUNNING: Suite: "sportsfacility.AdvisorControllerIT" containing "0" Tests (config: null)
               [VerboseTestNG] \ \ INVOKING: \ \ "sportsfacility.AdvisorControllerIT" - sportsfacility.AdvisorControllerIT.testMain() - advisorControllerIT.testMain() - advisorCo
                 updateCustomerInfo
                 Update the customer to the database...
                  updateCustomerInfo
                 Update the customer to the database...
                  updateCustomerInfo
                 Update the customer to the database...
                  updateCustomerInfo
                  [VerboseTestNG] PASSED: "sportsfacility.AdvisorControllerIT" - sportsfacility.AdvisorControllerIT.testMain() finished in 807 ms
                  [VerboseTestNG]
                  [VerboseTestNG]
                  [VerboseTestNG]
                                                                              sportsfacility.AdvisorControllerIT
                 [VerboseTestNG]
                                                                              Tests run: 1, Failures: 0, Skips: 0
                  [VerboseTestNG] =
                 Command line suite
                 Total tests run: 1, Failures: 0, Skips: 0
                 Deleting directory C:\Users\HASEON~1\AppData\Local\Temp\sportsfacility.AdvisorControllerIT
                 BUILD SUCCESSFUL (total time: 10 seconds)
```

The key method of the functionality is updating customer details to change membership or name. The testing is constructed with the automated unit testing, called "JUnit", in Netbeans. The testUpdateCustomerInfo takes three parameters; CustomerID, Name, Membership. The existed function called updateCustomerInfo also takes the three parameters and return Boolean that will be false when there is nothing to be changed, the customer id is 0 or the input name is empty and true when there is some changes. The first test at the 38th line in the code is that calling the test function returns true because the name who the customer id is 1 was "Smith John". The second test at the 39th line in the code is that calling the test function returns true because the membership with that the customer id is 3 was 0. The third test at the 40th line in the code is that calling the test function returns true because the membership with that the customer id is 5 was 0. The fourth test at the 41th line in the code is that calling the test function returns false because the input customer id is 0 and the input name is empty. The third test at the 42th line in the code is that calling the test function returns false because the input name is empty and the customer who the id is 1 does not have 10 or more bookings (Gold Membership).

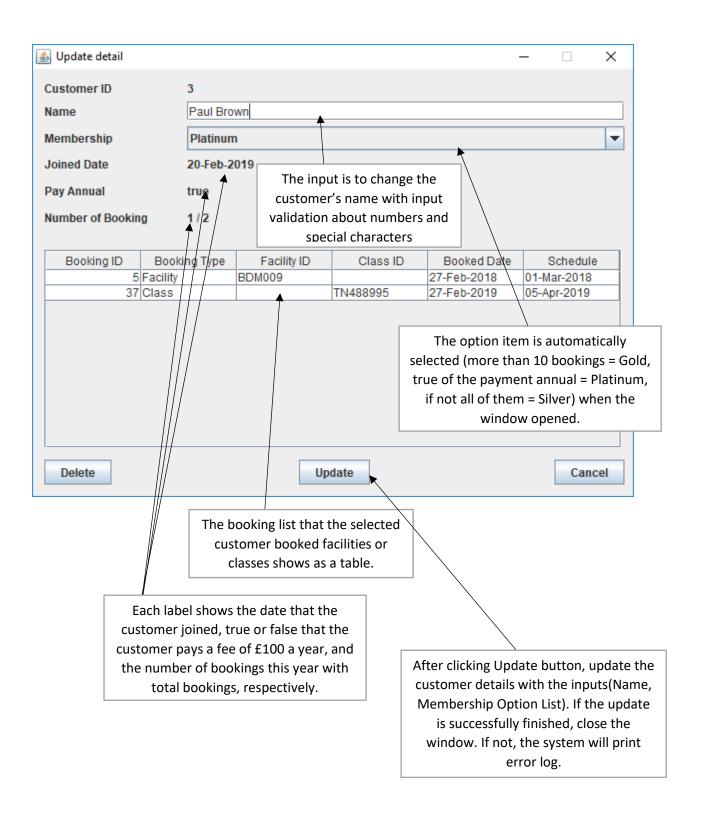
Final version prototype system

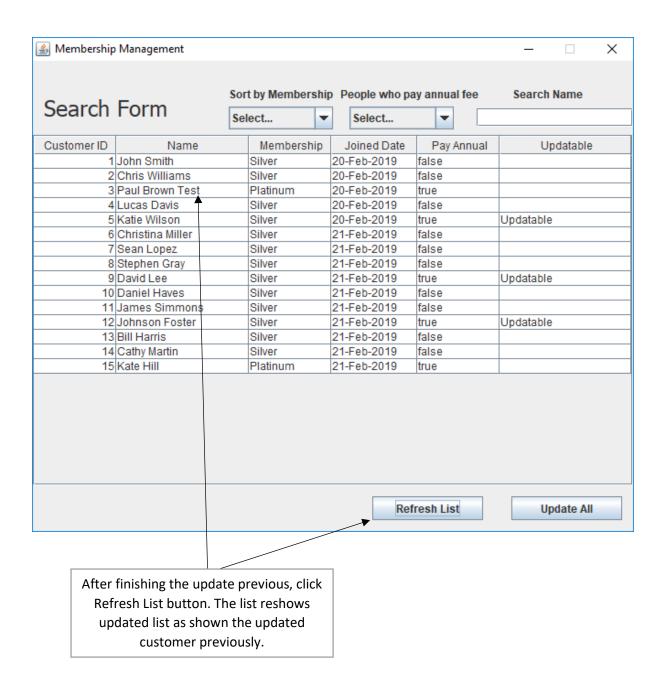


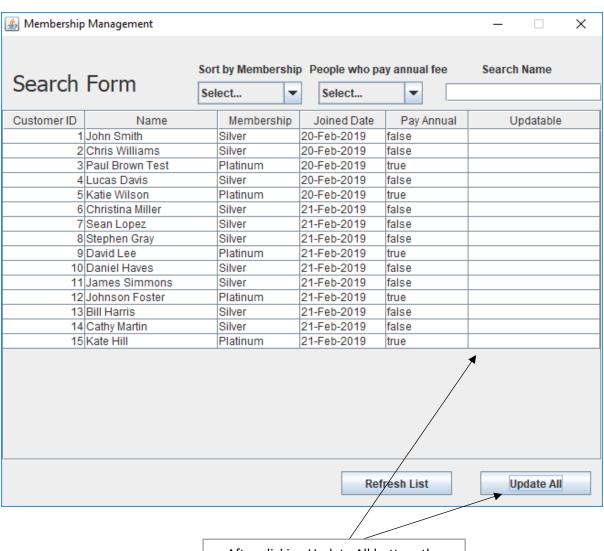
The customer list that is not updated shows as a table.

The Updatable column checks whether the customer needs to be updated to get a higher or lower membership than the current membership.

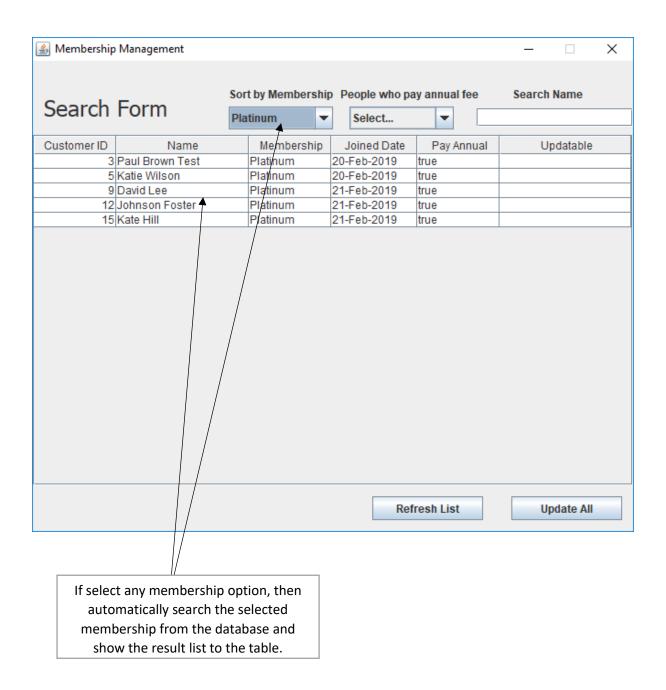
If the manager double-clicks any row in the table, then opens the window that can change some values of the customer details.

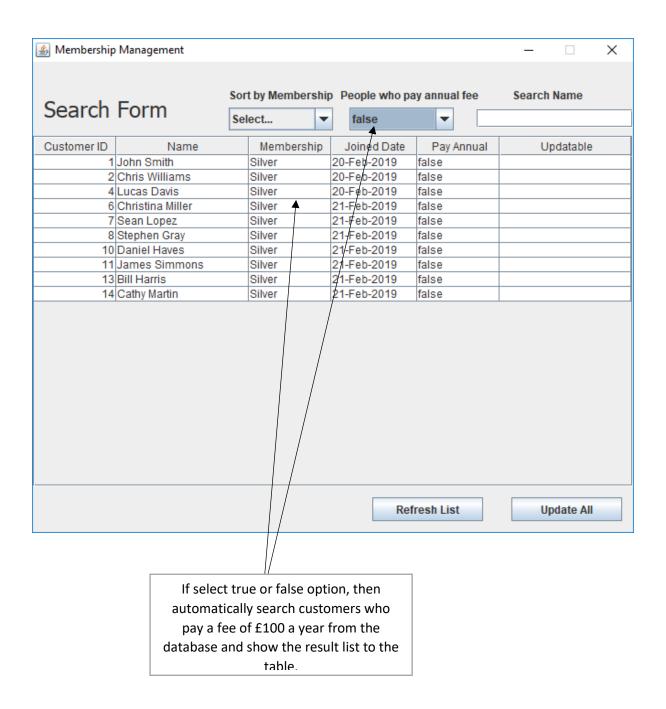


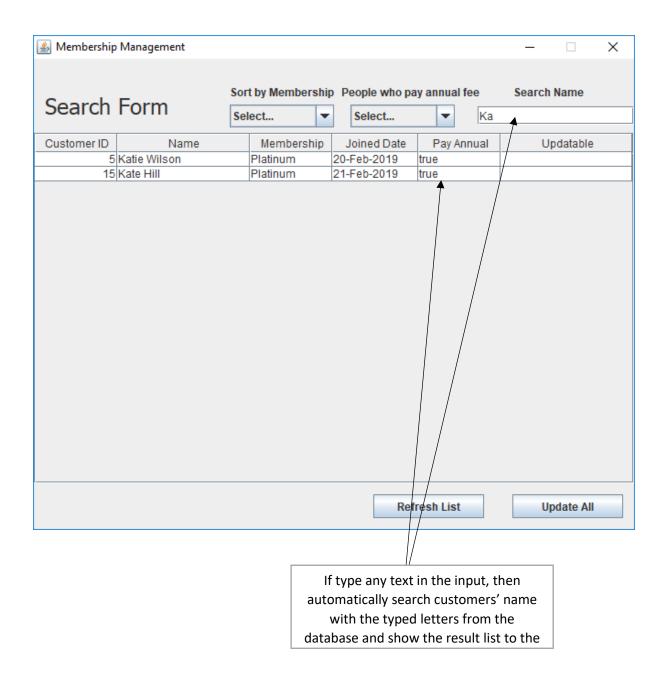


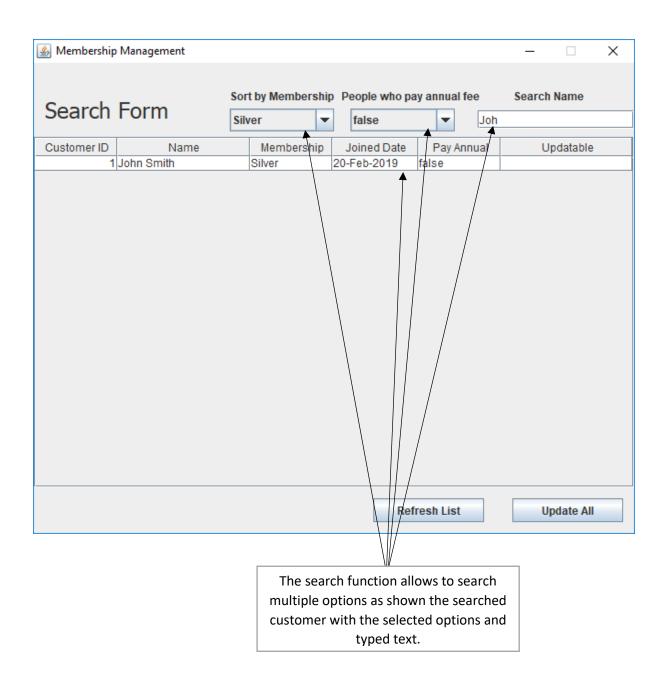


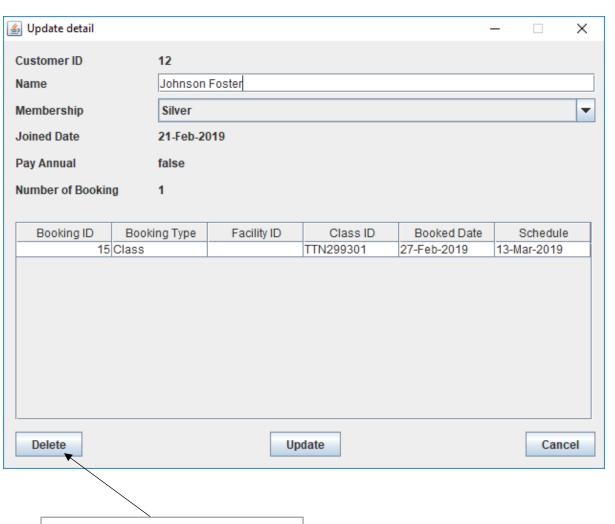
After clicking Update All button, the customers who need to be updated for getting a higher or lower membership. For example, if the customer is Gold, has 19 bookings in total and has 9 bookings this year, then the customer gets Silver membership.



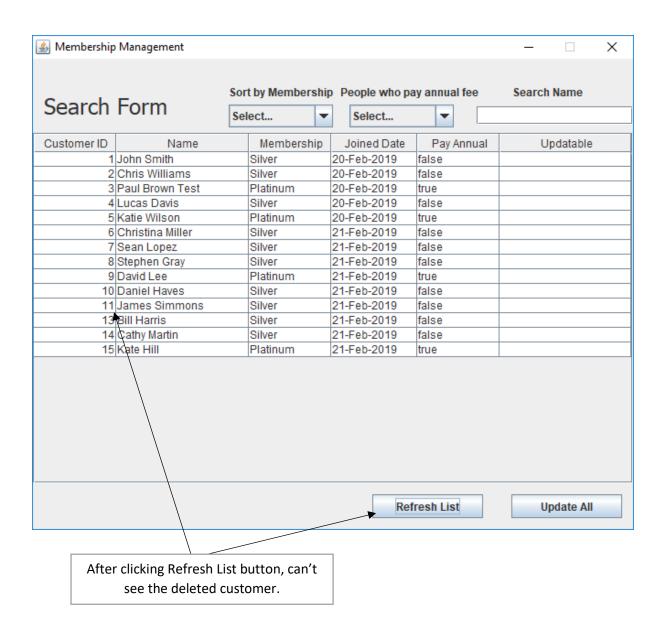








After clicking Delete button, remove the customer information from the database. If it is successful, then close the window. If not, the system will print error log.



References

Hedley, Y. (2019). Week 3: Software Architecture Design.

Hedley, Y. (2019). Week 6: GRASP Patterns 1.

Hedley, Y. (2019). Week 7: GRASP Patterns 2 and GoF Patterns 1.