Mobile Application Development

Higher Diploma in Science in Computer Science



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UML & JPA Modeling

Agenda

- Introduce UML Class Diagram modeling using Visual Paradigm
- Define a simple model and implement it in Play
- Write comprehensive unit tests to exercise the model

JPA Model Project

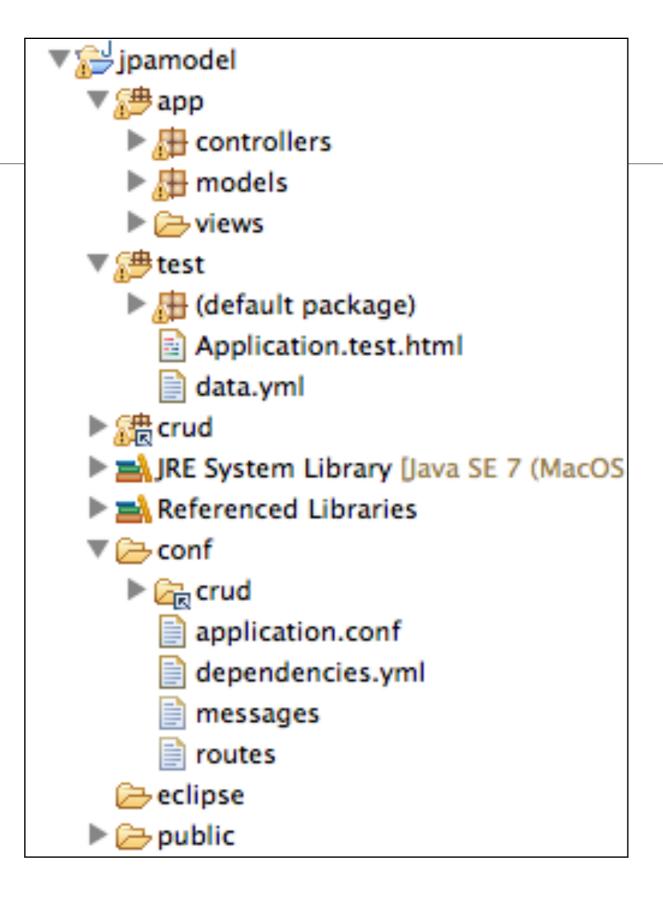
Start by creating a brand new Play project. Do this by determining the parent folder (most likely your workspace) and running a command prompt. Then type:

```
play new jpamodel
```

Once this has completed, change into the folder just created (jpamodel) and run the eclipsify command:

```
cd jpamodel
play eclipsify
```

You can now import the project into eclipse in the usual way.



Visual Pardigm

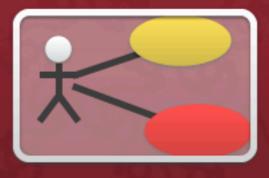


Model-Code-Deploy Platform

- An intuitive interface helps hit the ground running with deliverables
- Able to scale to best fit your needs
- Effortless translation between design and code

What VP-UML Provides

Tutorials



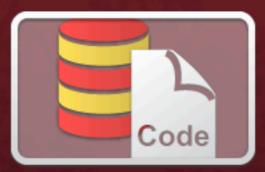
□ Requirements Capturing

Capture system requirements with use case diagram, SysML requirement diagrams and textual analysis.



Software Design ■ Software Design Softwar

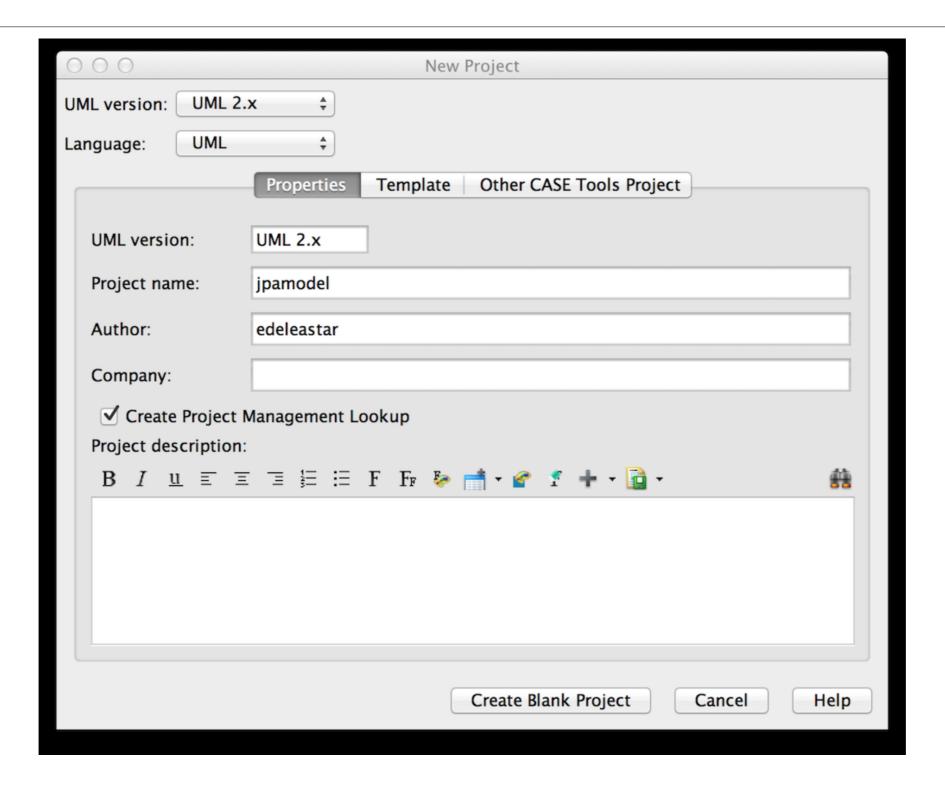
Design system structure with Class Diagram, composite structure diagram. Model interactions with Sequence Diagram.

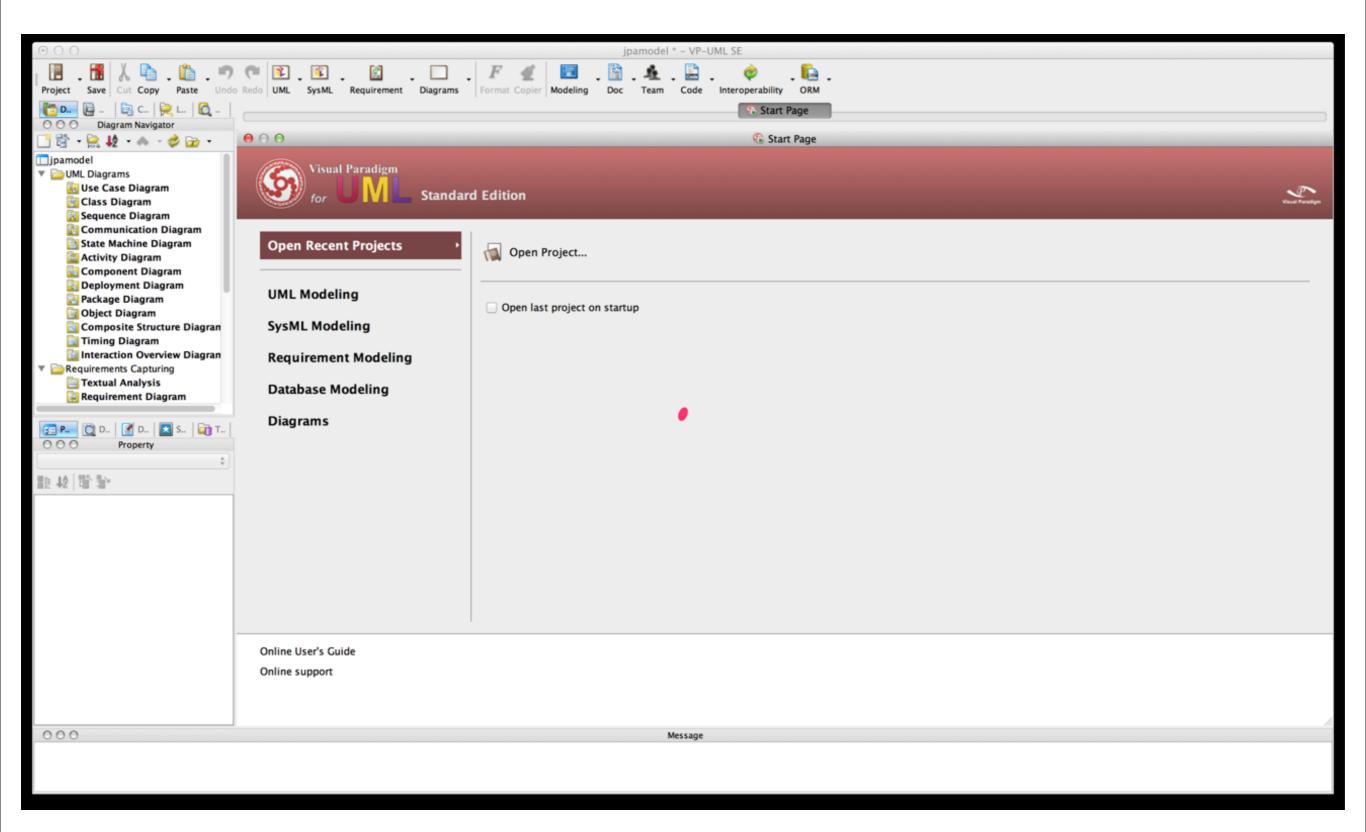


□ Database and Code □ Generation

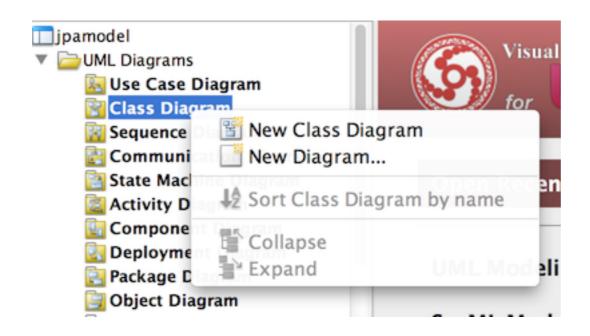
Design database with entity relationship diagram. Generate UML class diagram.

Create new Model

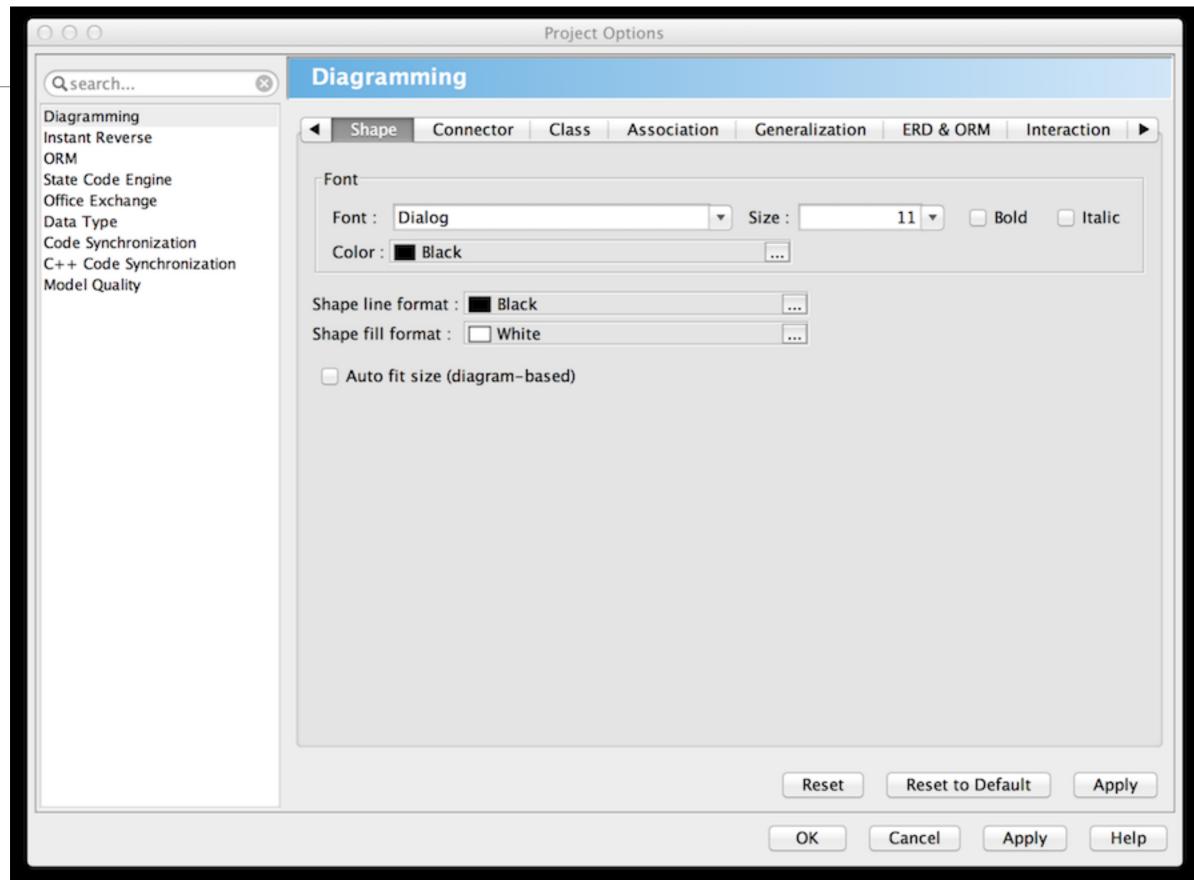




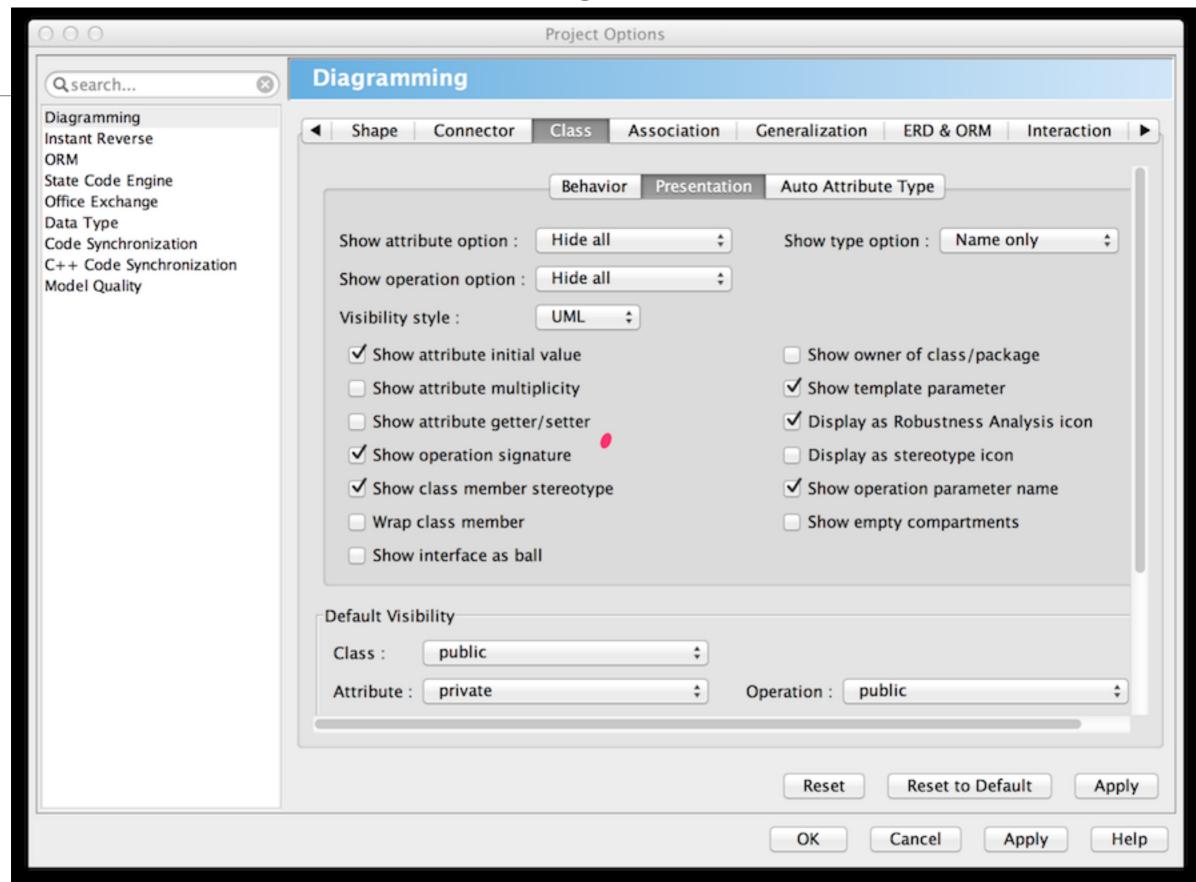
Create New Class Diagram



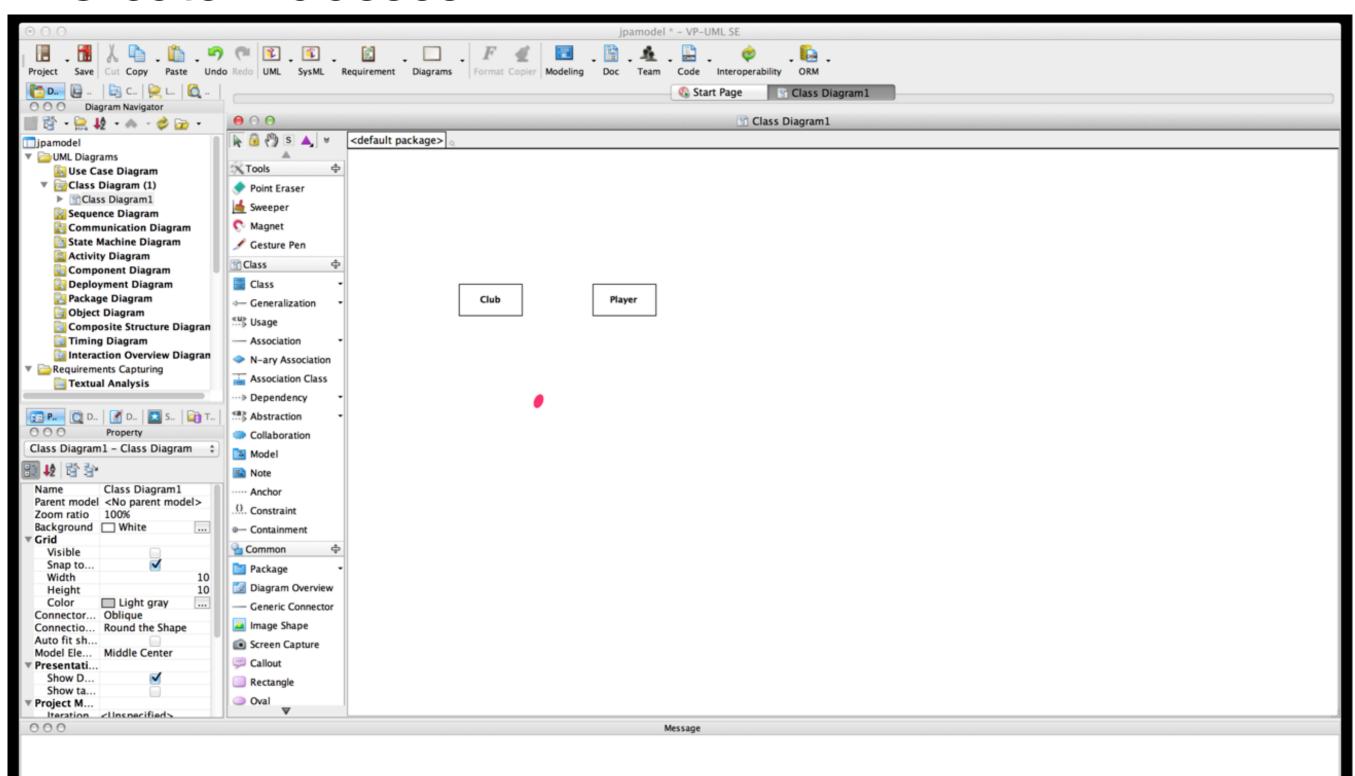
Customize Visual Paradigm - Shape Fill Format



Customize Visual Paradigm - 'Show' options...



Create 2 classes



Club Class

```
package models;
import javax.persistence.Entity;
import play.db.jpa.Model;
@Entity
public class Club extends Model
  public String name;
  public Club(String name)
   this.name = name;
```

Player Class

```
package models;
import javax.persistence.Entity;
import play.db.jpa.Model;
@Entity
public class Player extends Model
{
  public String name;
  public Player(String name)
   this.name = name;
```

```
import org.junit.*;
ClubTest import java.util.*;
                import play.test.*;
                import models.*;
                public class ClubTest extends UnitTest
                  @Before
                  public void setup()
                  @After
                  public void teardown()
                  @Test
                  public void testCreate()
```

PlayerTest

```
import org.junit.*;
import java.util.*;
import play.test.*;
import models.*;
public class PlayerTest extends UnitTest
  @Before
  public void setup()
  @After
  public void teardown()
  @Test
  public void testCreate()
```

Run the app now in 'test' mode:

```
play test
```

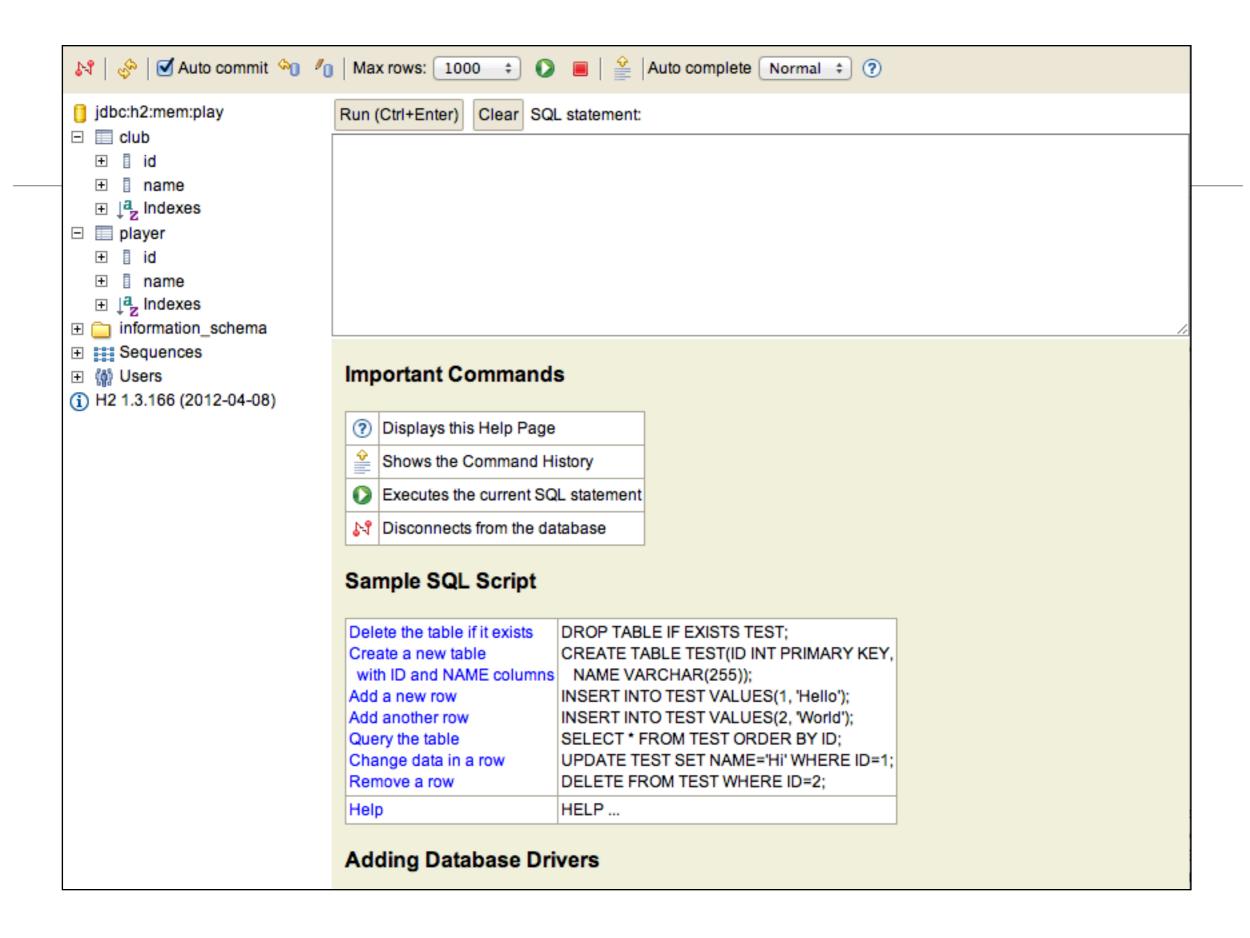
...and navigate to the test runner page:

http://localhost:9000/@tests

Select the Club and Player tests - and they should be green.

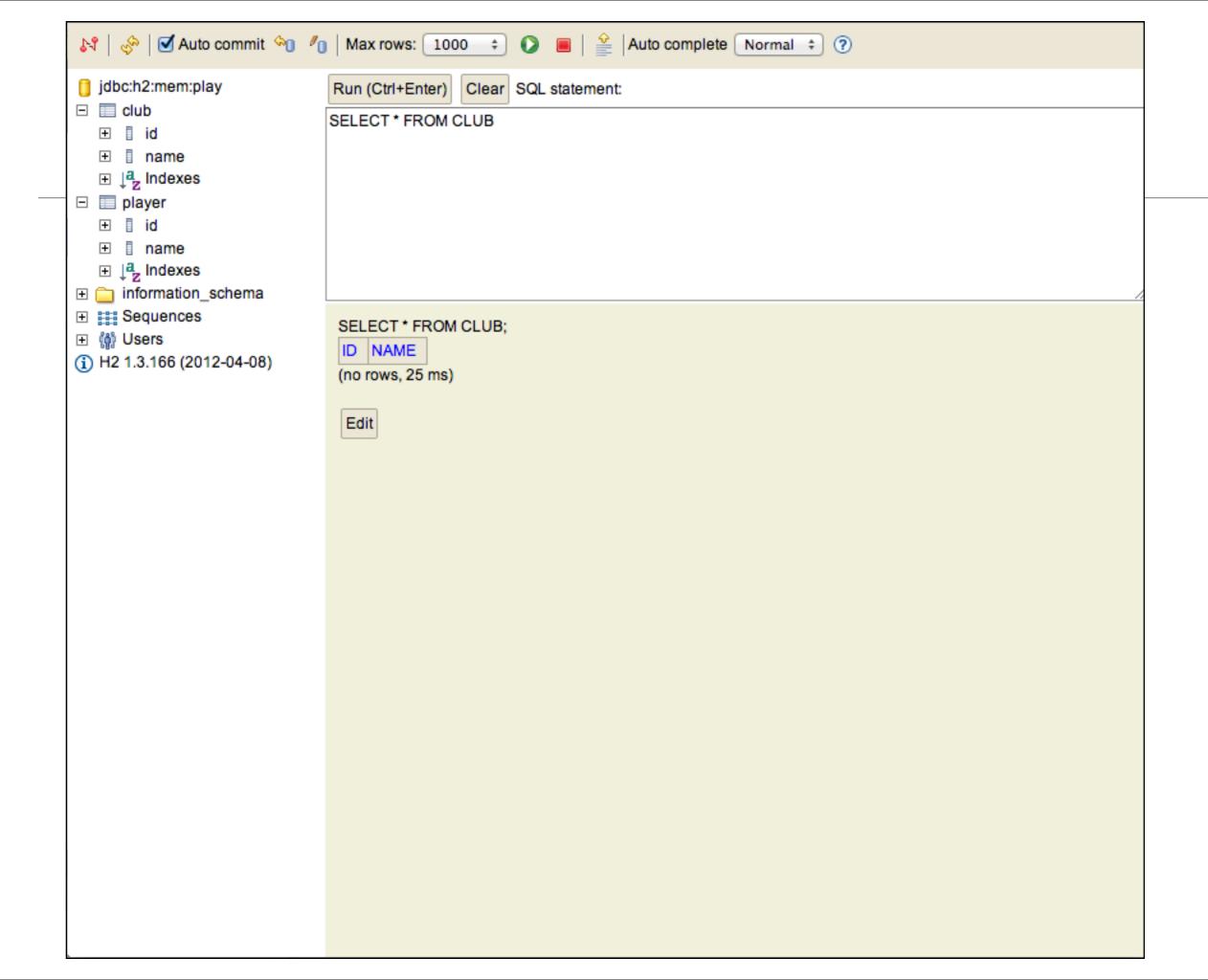
Also try the database interface:

http://localhost:9000/@db



PlayerTest

```
public class PlayerTest extends UnitTest
  private Player p1, p2, p3;
  @Before
  public void setup()
    p1 = new Player("mike");
    p2 = new Player("jim");
    p3 = new Player("frank");
    p1.save();
    p2.save();
    p3.save();
  @After
  public void teardown()
    p1.delete();
    p2.delete();
    p3.delete();
  @Test
  public void testCreate()
```



toString + //@After

```
public class Player extends Model
{
  public String name;

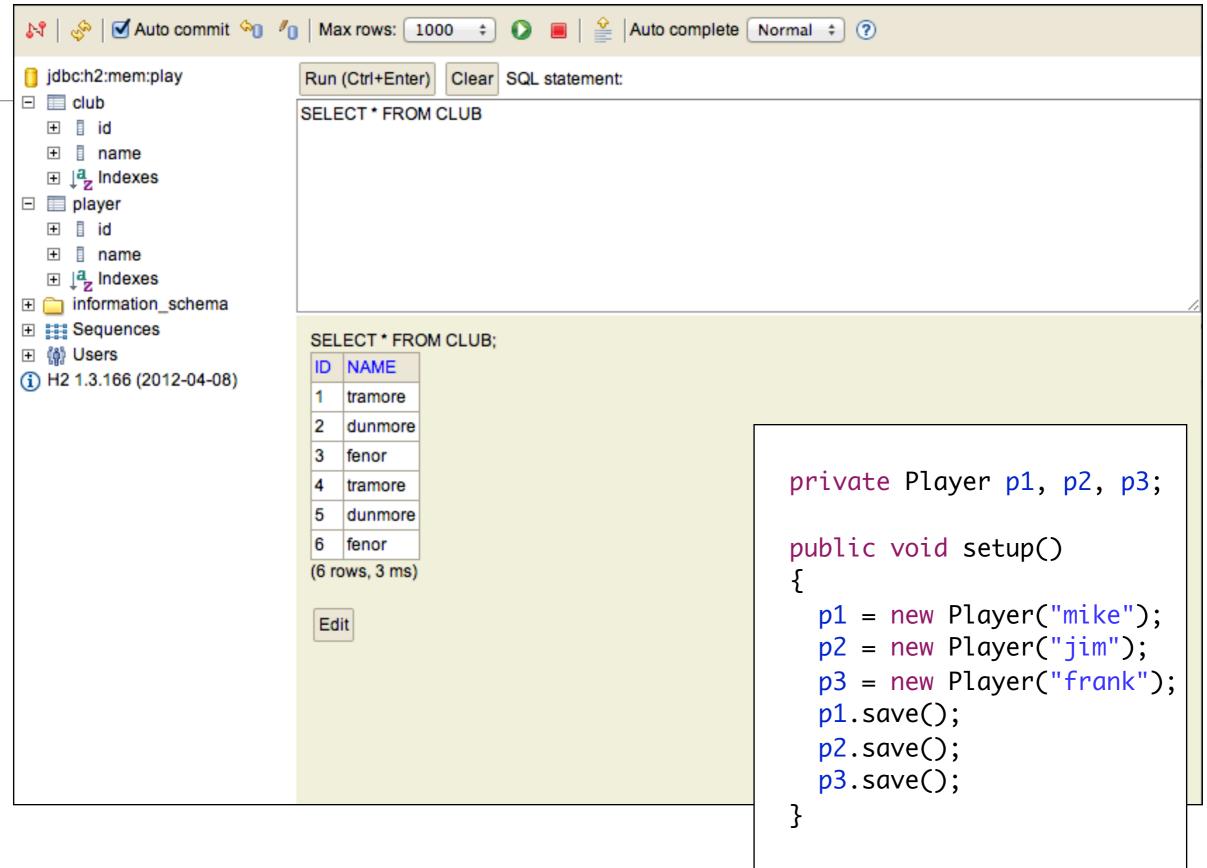
  @ManyToOne
  public Club club;

  public Player(String name)
  {
    this.name = name;
  }

  public String toString()
  {
    return name;
  }
}
```

- We can use Admin interface while project is in 'test' mode
- Enables us to understand model as we evolve classes and their relationships

```
public class PlayerTest extends UnitTest
 private Player p1, p2, p3;
 @Before
 public void setup()
   p1 = new Player("mike");
   p2 = new Player("jim");
   p3 = new Player("frank");
   p1.save();
   p2.save();
   p3.save();
  //@After
  public void teardown()
   p1.delete();
   p2.delete();
   p3.delete();
 @Test
 public void testCreate()
    Player a = Player.findByName("mike");
   assertNotNull(a);
   assertEquals("mike", a.name);
   Player b = Player.findByName("jim");
   assertNotNull(b);
   assertEquals("jim", b.name);
   Player c = Player.findByName("frank");
   assertNotNull(c);
   assertEquals("frank", c.name);
```



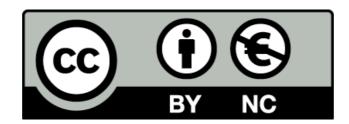
Some Player Tests

```
@Test
public void testCreate()
  Player a = Player.findByName("mike");
  assertNotNull(a);
  assertEquals("mike", a.name);
  Player b = Player.findByName("jim");
  assertNotNull(b);
  assertEquals("jim", b.name);
  Player c = Player.findByName("frank");
  assertNotNull(c);
  assertEquals("frank", c.name);
@Test
public void testNotThere()
  Player a = Player.findByName("george");
  assertNull(a);
```

ClubTest

```
public class ClubTest extends UnitTest
  private Club c1, c2, c3;
  @Before
  public void setup()
    c1 = new Club("tramore");
    c2 = new Club("dunmore");
    c3 = new Club("fenor");
    c1.save();
    c2.save();
    c3.save();
  @After
  public void teardown()
    c1.delete();
    c2.delete();
    c3.delete();
```

```
@Test
public void testCreate()
  Club a = Club.findByName("tramore");
  assertNotNull(a);
  assertEquals("tramore", a.name);
  Club b = Club.findByName("dunmore");
  assertNotNull(b);
  assertEquals("dunmore", b.name);
  Club c = Club.findByName("fenor");
  assertNotNull(c);
  assertEquals("fenor", c.name);
@Test
public void testNotThere()
  Club a = Club.findByName("bunmahon");
  assertNull(a);
```



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