

Team 5

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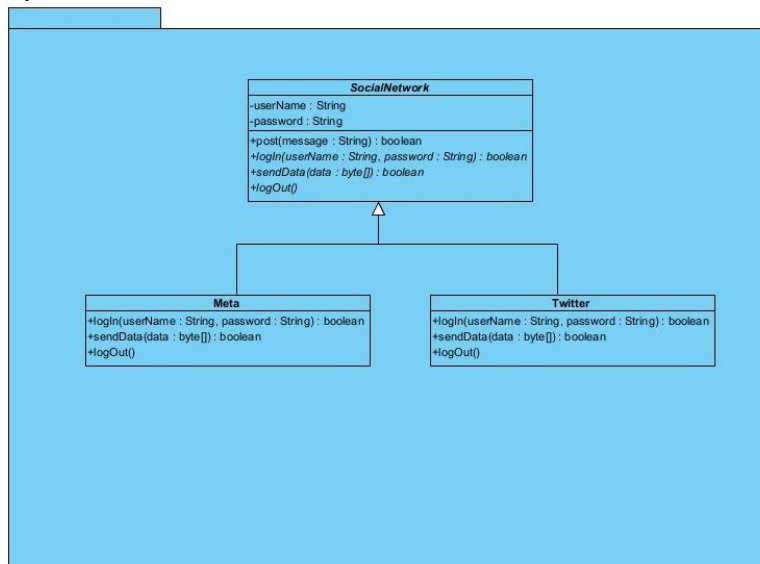
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Design Pattern: Template Method

Application: Social Network

Link: <https://youtu.be/k38tJHP8TfY>

The template method is applied because there is an abstract base class called Network that contains the login, logout and sendData operations, which according to their subclasses change their methodology, in this case they are inherited by the Facebook and Twitter classes where each one executes in a different way. the operations



The screenshot shows an IDE with the following components:

- Left Panel (Project Explorer):** Displays the project structure with packages `ec.edu.espe.SocialNetwork.controller`, `ec.edu.espe.SocialNetwork.model`, and `ec.edu.espe.SocialNetwork.view`. It also shows `Test Packages` and `Test Libraries`.
- Center Panel (Source Editor):** Shows the `Twitter.java` file. The code includes imports for `ec.edu.espe.SocialNetwork.model.Meta`, `ec.edu.espe.SocialNetwork.model.SocialNetwork`, `ec.edu.espe.SocialNetwork.model.Twitter`, `java.io.BufferedReader`, `java.io.IOException`, and `java.io.InputStreamReader`. It defines a `main` method that takes `String[] args` and throws an exception. The code implements the `login`, `sendData`, and `logout` methods, using `BufferedReader` to read user input and `System.out` to print output. It also includes a `choice` variable to select between `Meta` and `Twitter`.
- Right Panel (Output Console):** Shows the output of the program, including the prompt "Choose social network for posting message.", the selection of `Meta`, the login success message "LogIn success on Meta", and the message "Message: 'Hi, I'm new here' was posted on Meta".

```
run:
Input user name: Group5
Input password: 12345
Input message: Hello World

Choose social network for posting message.
1 - Meta
2 - Twitter
1

Checking user's parameters
Name: Group5
Password: *****
.....

LogIn success on Meta
Message: 'Hello World' was posted on Meta
User: 'Group5' was logged out from Meta
BUILD SUCCESSFUL (total time: 22 seconds)
```

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networks/Twitter.java: Otra red social

```
package refactoring.guru.template_method.example.networks;

//
+ Class of social network
+
public class Twitter extends Network {

    public Twitter(String username, String password) {
        this.username = username;
        this.password = password;
    }

    public boolean login(String username, String password) {
        System.out.println("Checking user's parameters");
        System.out.println("Name: " + this.username);
        System.out.println("Password: " + this.password);
        for (int i = 0; i < this.password.length(); i++) {
            System.out.print("*");
        }
        System.out.println();
        System.out.println("Welcome success on Twitter");
        return true;
    }

    public boolean sendData(byte[] data) {
        boolean messagePosted = true;
        if (messagePosted) {
            System.out.println("Message: " + new String(data) + " was posted on Twitter");
            return true;
        }
    }
}
```

Archivos con ejemplos de código

Navegación

- Intro
- Paso estándar para sobrescribir un algoritmo
- networks
 - Network
 - Facebook
 - Twitter
- Demo
- OutputDemo

07:57 | axd-hwje-yvf

Type here to search

2:57 AM 2/18/2023

Video call interface showing a presentation of the Refactoring Guru website. The presentation content includes a sidebar with 'Refactoring Guru' branding, a main area displaying Java code for a 'Twitter' class, and a navigation menu. The video call participants are visible in a grid on the right side of the screen.