



Design patterns:

For the design patterns I used

- MVVM design pattern, it bridges the View and the Model. The Model Represents the Data. The View interacts with the user via JavaFX components. The ViewModel manages the data bindings and application logic.
- Observer design pattern, it triggers a function when something specific happens. I added a Listener for the notesListView so when one Note is clicked/selected then the ID will be saved and the Button text will change
- Singleton design pattern, it makes sure that only one Instance can exist of it. To improve performance, memory usage, and consistency. I used it for the FileDAO
- Factory design pattern, it centralizes object creation logic to ensure consistent initialization and encapsulates object creation. I used it for ViewHandler to create MainWindowController, ViewModelFactory to create MeetingPlannerViewModel, and for ModelFactory to create DataModelManager.

Unit Tests:

onSearchButton_*: ensures seamless communication between the data model and the UI

fillMeetingListViews_*: ensures the UI reflects the underlying meeting data accurately

newMeeting: validate that core functionalities(e.g. CRUD) behave as intended

deleteChosenMeeting: same as above

saveMeeting_withEmptyString: Ensures stability with incomplete user input

saveMeeting_sameTitle: Prevents duplicates, critical for data integrity

updateNote_*: validate note modification behaviors

Git:

<https://github.com/if23b118/MeetingPlanner.git>