

Assignment 3

Purpose: Implementation of a state model from the given description.

*****BussinesLogic Package*****

1)Defect.java

```
package ccoew.it.i2.business;
```

```
public class Defect {
```

```
    private Person tester;  
    private Person developer;  
    private Person reviewer;  
    private State state;  
    private Long Lines;
```

```
    public Person getTester() {  
        return tester;  
    }
```

```
    public void setTester(Person tester) {  
        this.tester = tester;  
    }
```

```
    public Person getDeveloper() {  
        return developer;  
    }
```

```
    public void setDeveloper(Person developer) {  
        this.developer = developer;  
    }
```

```
    public Person getReviewer() {  
        return reviewer;  
    }
```

```
    public void setReviewer(Person reviewer) {  
        this.reviewer = reviewer;  
    }
```

```
    public State getState() {  
        return state;  
    }
```

```
    public void setState(State state) {  
        this.state = state;  
    }
```

```
    public Long getLines() {  
        return Lines;  
    }
```

```

    }

    public void setLines(Long lines) {
        Lines = lines;
    }

    public Defect() {
        this.state = null;
    }

    public void enter_defect() {
        this.setTester(new Person("Suresh"));
        System.out.println("\nSoftware Tester " + this.getTester() + " enters a Defect Tracking
System");
        this.setState(state.Avaiable);
        System.out.println("State changed to AVAILABLE");
    }

    public void acquire_defect() {
        if (getState().equals(state.Avaiable)) {
            System.out.println("\nCurrent State is AVAILABLE");
            this.setDeveloper(new Person("Ramesh"));
            System.out.println("Developer " + this.getDeveloper() + " called as owner of
the Defect.");
            this.setState(state.InProgress);

            System.out.println("State changed to INPROGRESS");
        } else {
            System.out.println("This behaviour is only applicable if the current state of the
defect is AVAILABLE");
        }
    }

    public void find_solution() {
        if (getState().equals(state.InProgress)) {
            System.out.println("\nCurrent State is INPROGRESS");
            System.out.println("Defect is fixed , solution is found ");
            this.setState(state.ReadyForReview);
            System.out.println("State changed to READY FOR REVIEW");
        }
    }

    public void review_defect() {
        Long count;
        if (getState().equals(state.ReadyForReview)) {
            this.setReviewer(new Person("Mahesh"));
            System.out.println("\nCurrent State is READY FOR REVIEW");
            System.out.println("Reviewer " + this.getReviewer().toString() + " reviews
the solution of defect");

```

```

        this.setLines(Math.round(50 * Math.random()));
        count = this.getLines();
        System.out.println("\nCount is = " + count);

        if (count < 30) {

            this.setState(state.Avaiable);
            System.out
                .println("READY FOR REVIEW state changed into
AVAILABLE state");
        } else {
            this.setState(state.Resolved);
            System.out
                .println("READY FOR REVIEW state changed into
RESOLVED state");
        }
    }
}
}

```

2) Person.java

```

package ccoew.it.i2.business;

public class Person {

    private String name;

    public String getName() {
        return name;
    }

    public void setName(String name) {
        this.name = name;
    }

    public Person(String name) {
        super();
        this.name = name;
    }

    @Override
    public String toString() {
        return "Person [name=" + name + "]";
    }

}

```

3)State.java

```
package ccoew.it.i2.business;
public enum State
{
    Available, InProgress, ReadyForReview, Resolved
}
```

*****Client Package*****

Test.java

```
package ccoew.it.i2.client;

import ccoew.it.i2.business.Defect;
import ccoew.it.i2.business.State;

public class Test {

    public static void main(String[] args) {

        Defect defect = new Defect();
        defect.setState(State.InProgress);

        defect.enter_defect();
        defect.acquire_defect();
        defect.find_solution();
        defect.review_defect();
    }

}
/*
```

Output -:

Software Tester Person [name=Suresh] enters a Defect Tracking System
State changed to AVAILABLE

Current State is AVAILABLE
Developer Person [name=Ramesh] called as owner of the Defect.
State changed to INPROGRESS

Current State is INPROGRESS
Defect is fixed , solution is found
State changed to READY FOR REVIEW

Current State is READY FOR REVIEW
Reviewer Person [name=Mahesh] reviews the solution of defect

Count is = 49
READY FOR REVIEW state changed into RESOLVED state
*/