**MILESTONE 3 DESIGN FEEDBACK**

Pattern detecting transformer - what is its job?

you are doing both rendering and detection in detecting transformer

Need to separate rendering and detection

Create abstraction for what IS a pattern.  
What does it mean to be a pattern?   
How do you define a pattern?

Patterns have several components, each composed of one or more classes and a relationship between them

Create an IPattern and expose methods such as get\*() which returns Collection of SootClasses

Use ListMultiMap and List of IRelation to store data in a Pattern

Change Database - add Map<String,Object> or Map<String, Storable> but that has unbalanced abstraction, so use stream and filter as in live coding

IPattern will have much richer information than IModifier

Draw stereotypes while rendering

Two Options:  
1. Refactor to render specific patterns specifically, when you add a pattern, add a rendering strategy  
2. Write a decorator on the renderer to handle a new pattern

Algorithm is no longer just a SequenceDiagram

Rely on IAlgorithm and call resolve

Make sure not to clone code