CS 665 Final Project

Car Dealership 12/06/18 Jimmy Goddard



Use Cases

- Car dealership software model which allows the user to
 - See what cars are available
 - Purchase cars
 - Customize cars
 - Schedule test drives

Multi-tier Architecture

UI Layer Service Layer Data Access Layer The User interacts solely The UI Layer interacts with Comprised of Data Access Objects with the UI layer the service layer to perform (DAO) which are responsible for business logic and access interacting with the persistence persisted data mechanisms. I'm using in-memory persistence for this project **Data Transfer Objects** Cross-cutting objects which can be transmitted across all three layers

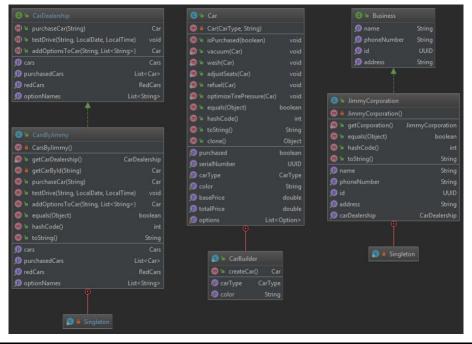
Structure

- A Corporation, Jimmy Corporation, which has a Car Dealership
- The Car Dealership, Cars By Jimmy, has a Garage of Cars
- Garage contains iterable collections of Cars

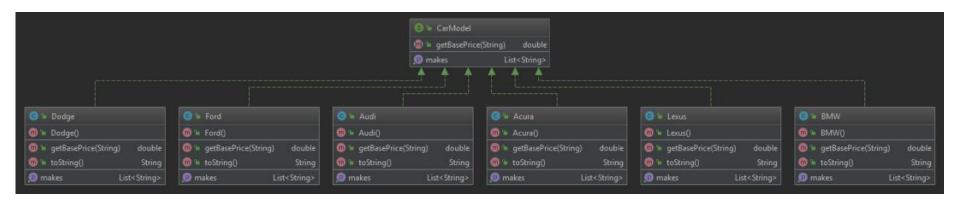
Structure

- Cars have Models and Makes which are encapsulated in a CarType class which enforces the proper combinations of models and makes
- Cars also have Options which can be added and do affect the price of the car

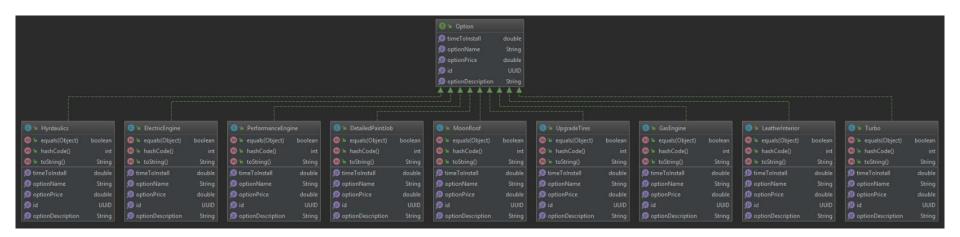
Important Classes



Car Models



Car Options



Design Patterns

- Singleton
- Builder
- Prototype
- Iterator
- Facade
- Mediator

Singleton

```
public class JimmyCorporation implements Business {

private final UUID id = UUID.randomUUID();
private final DataFactory dataFactory = new DataFactory();
private final String address = dataFactory.getAddress();
private final String phoneNumber = dataFactory.getNumberText(10);
private final CarDealership carDealership = CarsByJimmy.getCarDealership();

private JimmyCorporation() {}

private static class Singleton {
 private static final JimmyCorporation instance = new JimmyCorporation();
}

public static JimmyCorporation getCorporation() {
 return Singleton.instance;
}
```

```
private static final CarDealership carDealership =
    JimmyCorporation.getCorporation().getCarDealership();
private static final CarDealershipMenu carDealershipMenu = new CarDealershipMenu(carDealership);
```

Builder

```
public static class CarBuilder {
         private CarType carType;
         private String color = "black";
144
          public CarBuilder setCarType(final CarType carType) {
145
            this.carType = carType;
146
           return this:
          public CarBuilder setColor(final String color) {
            this.color = color;
           return this;
          public Car createCar() {
           return new Car(carType, color);
```

Prototype

```
private Car getRandomCar() throws CloneNotSupportedException {
    final List<Car> cars = allCars.get(random.nextInt(allCars.size()));
    return (Car) cars.get(random.nextInt(cars.size())).clone();
}
```

Iterator

```
public class Cars implements Iterable<Car> {
 private final List<Car> cars;
  this.cars = cars;
  return cars == null || cars.isEmpty();
 private class CarIterator implements Iterator<Car> {
  private final int size = cars.size();
   private int currentPosition = 0;
  @Override
   public boolean hasNext() {
     return currentPosition < size;
  @Override
   public Car next() {
    if (!hasNext()) {
      throw new NoSuchElementException();
    return cars.get(currentPosition++);
```

```
this.cars = Collections.emptyList();
   this.cars
              .filter(car -> car.getColor().equalsIgnoreCase("red"))
public boolean isEmpty() {
   return isEmpty(cars);
 private static boolean isEmpty(final List<Car> cars) {
   return cars == null || cars.isEmpty();
 public Iterator<Car> iterator() {
  return new CarIterator();
  private final int size = cars.size();
private int currentPosition = 0;
   @Override
   public boolean hasNext() {
    return currentPosition < size;</pre>
   public Car next() {
       return cars.get(currentPosition++);
```

Iterator Usage

```
() -> {
    final RedCars redCars = carDealership.getRedCars();
    if (redCars.isEmpty()) {
        System.out.println("No cars to list. Please create a list of cars");
        return;
    }
    final Iterator<Car> carIterator = redCars.iterator();
    while (carIterator.hasNext()) {
        final Car redCar = carIterator.next();
        System.out.println(redCar);
    }
};
```

Facade

```
public void beginTestDrive() throws InvalidTestDriveException {
   if (this.car == null) {
      throw new InvalidTestDriveException("There must be a car to test drive");
   }
   Car.vacuum(car);
   Car.wash(car);
   Car.adjustSeats(car);
   Car.refuel(car);
   Car.optimizeTirePressure(car);
}
```

Mediator

