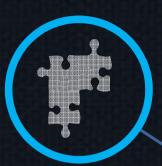


Software Engineering Design Structure Matrix -

DSM Tools

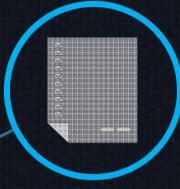
Team - Project - Presentation



MVC Pattern 의 적용



Singleton Pattern 의 적용

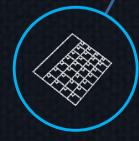


Test 진행방법

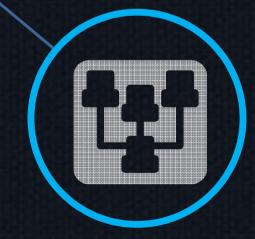
SixContents



기능적 요구사항 수행결과



<mark>일정대비</mark> 진행결과



GitHub의 활용

1 MVC Pattern의 적용

▲ the controller ModuleController.java DsmModel.java ModelInfo.java About.java Main_view.java

resource

Controller



Model

View

2 Singleton Pattern의 적용

```
public class ModuleController implements ActionListener{
    private String[] DsmfilePath;
    private String[] currentClusterInfo;

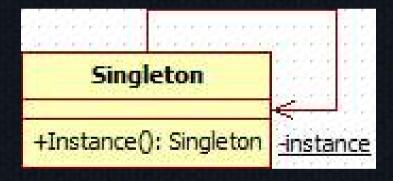
    private static ModuleController instance;

    private ModuleController(){}

    public static ModuleController getInstance(){{\frac{1}{2}}}

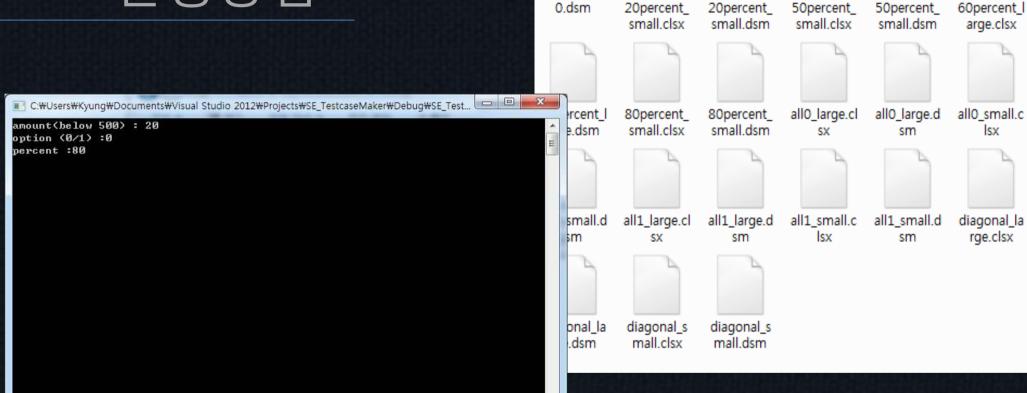
    if(instance==null){{\frac{1}{2}}}
    instance=new ModuleController();
    }
    return instance;
}
```





The singleton pattern is a design pattern that restricts the instantiation of a class to one object.

Test 진행방법

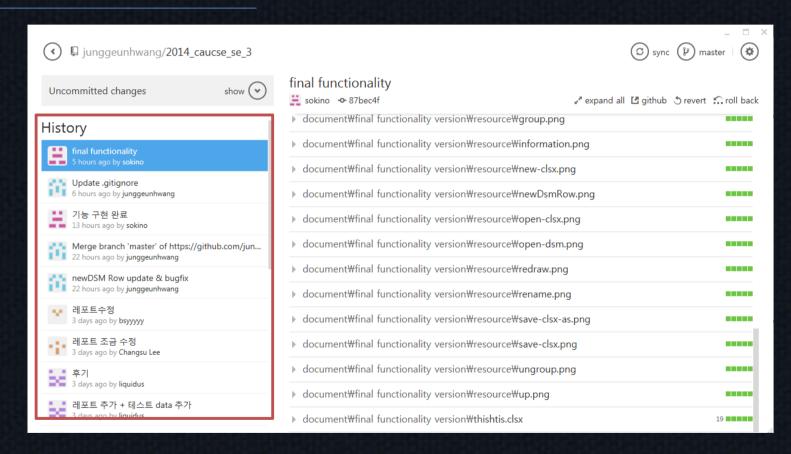


Equivalence Partition개념을 적

용하여 다양한 Test Case 생성

조건에 따라 DSM파일을 생성하는 간단한 프로그램 구현

4 GitHub의 활용



GitHub를 활용하여 팀프로젝트 간 진행 효율을 극대화

일정대비진행결과

Test & FeedBack

5/22~ 5/27 **5/22~ 6/6**

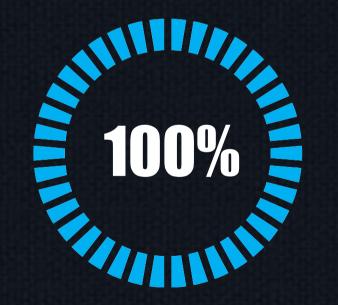
Implementation

5/16~ 5/22(Clear)

Specification5/12 ~ 5/15(Clear)

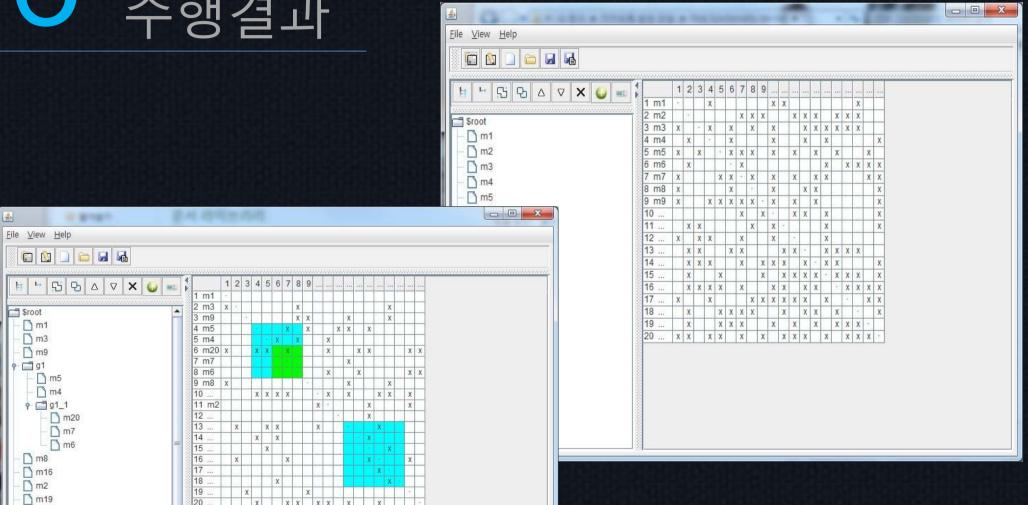
이 기능적 요구사항 수행결과

FUNCTIONAL ACHIEVEMENT RATE



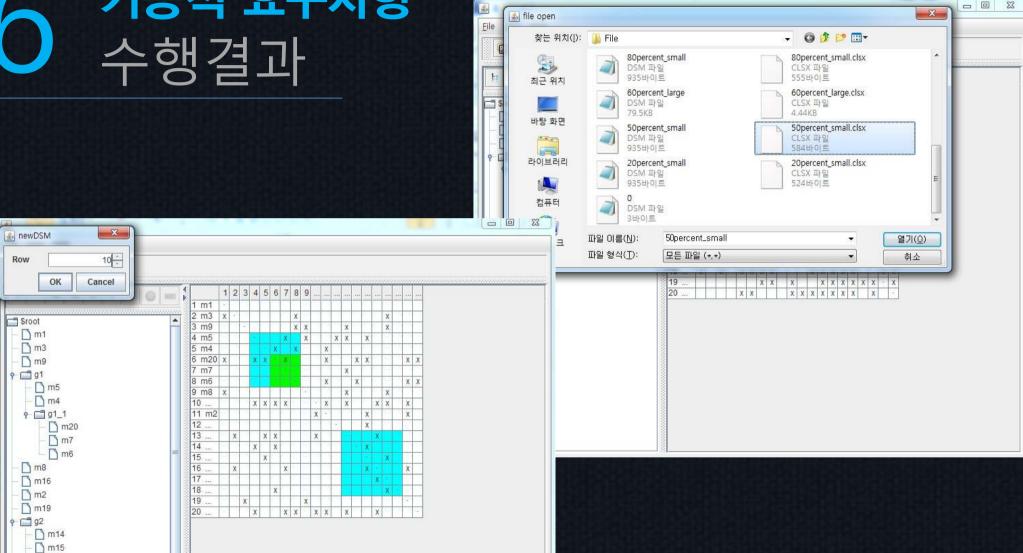
이 기능적 요구사항 수행결과

9- 3 g2 - 3 m14 - 3 m15 - 3 m12 - 3 m13 - 3 m10 - 3 m11



기능적 요구사항 수행결과

m12 m13 m10] m11



수행결과

______m147

M144

m145

_ _ m148

m149

M60

___ m61 N med 31 m68

32 m67 33 m1... x

34 m69

35 m1... x

37 m1... 38 m54

39 m55

36 m57

