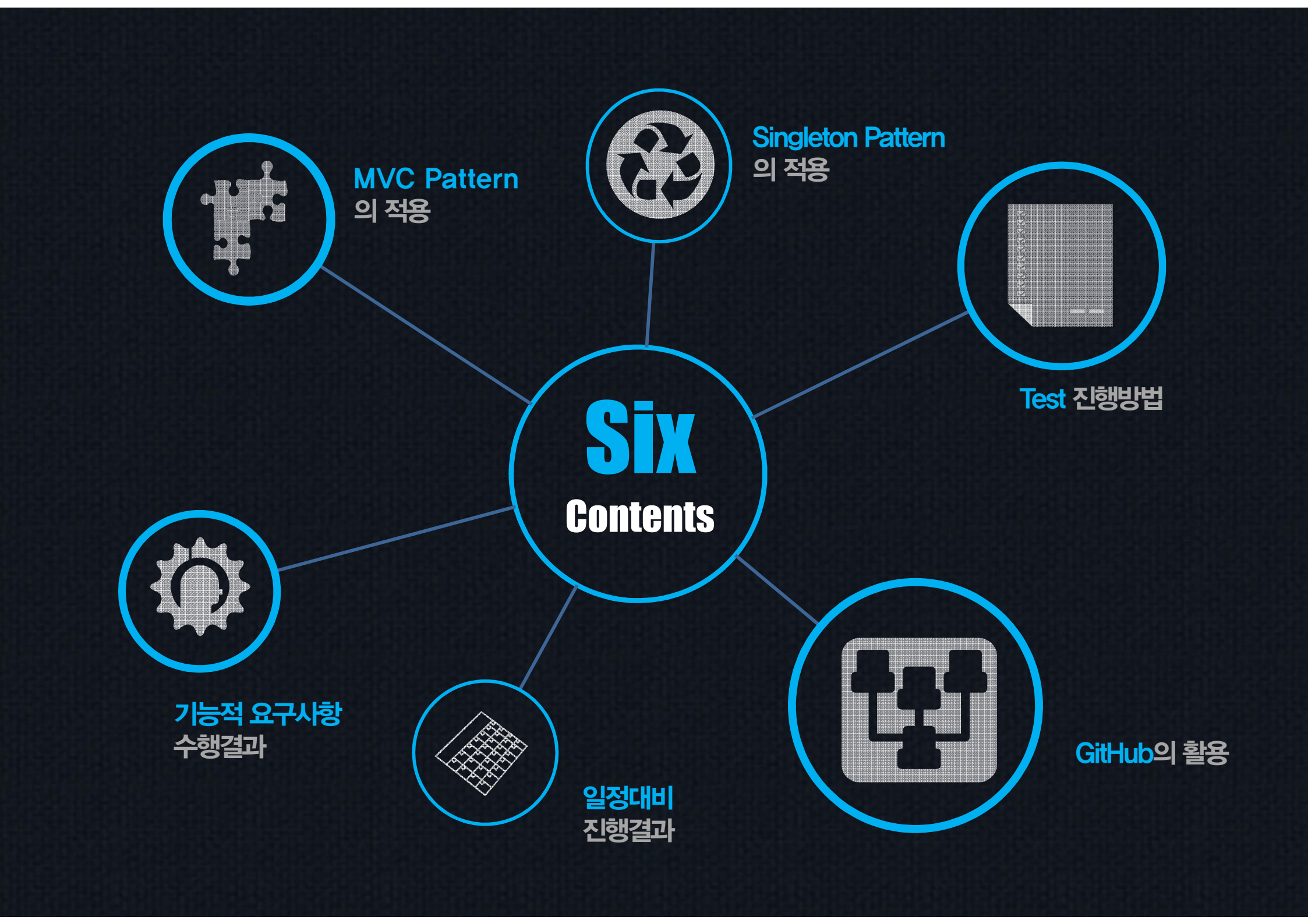
GROUP3

Software Engineering

Design Structure Matrix

DSM Tools


Six
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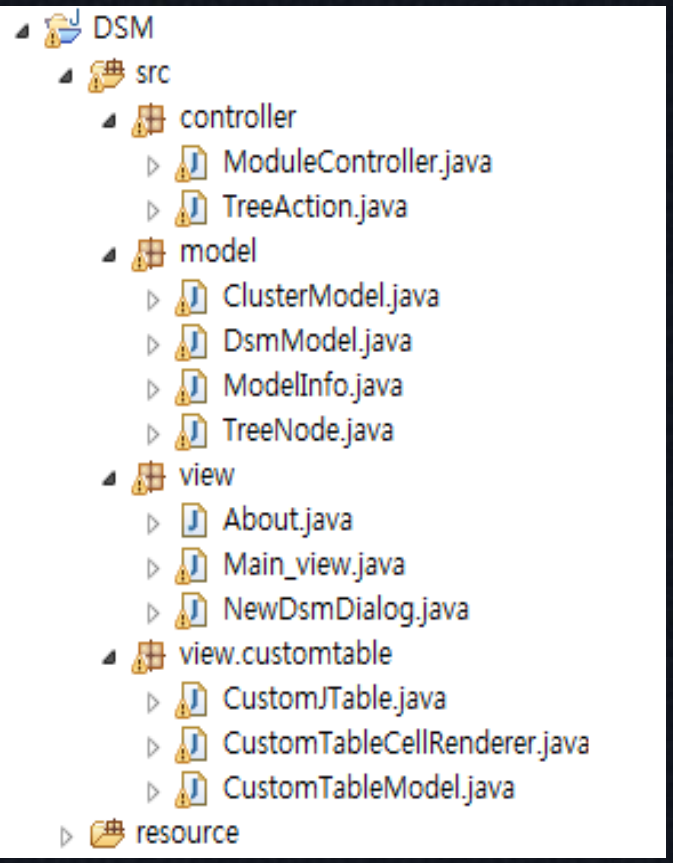
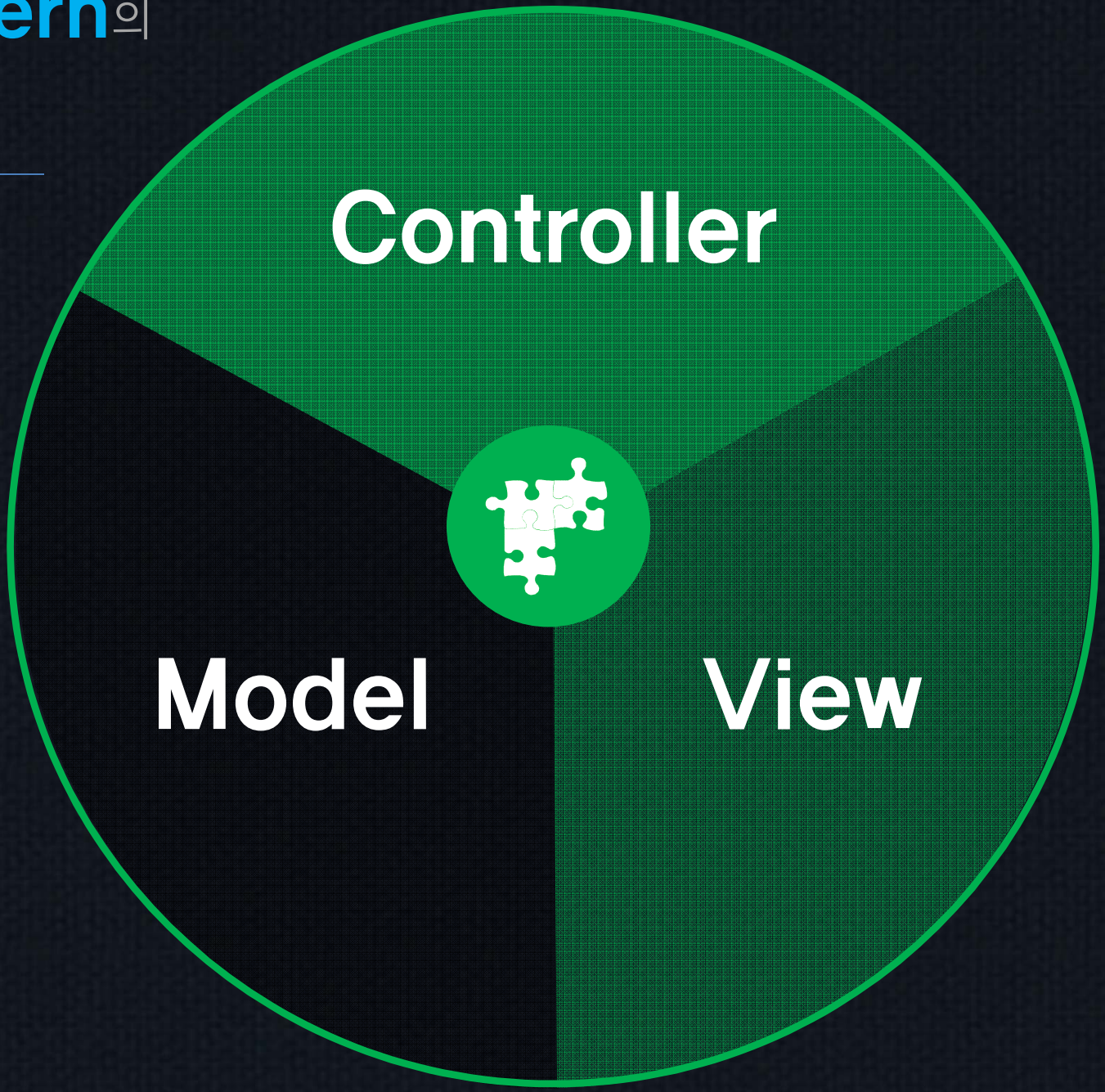
MVC Pattern
의 적용
Singleton Pattern
의 적용
Test 진행방법
기능적 요구사항
수행결과
일정대비
진행결과
GitHub의 활용

1 MVC Pattern의 적용



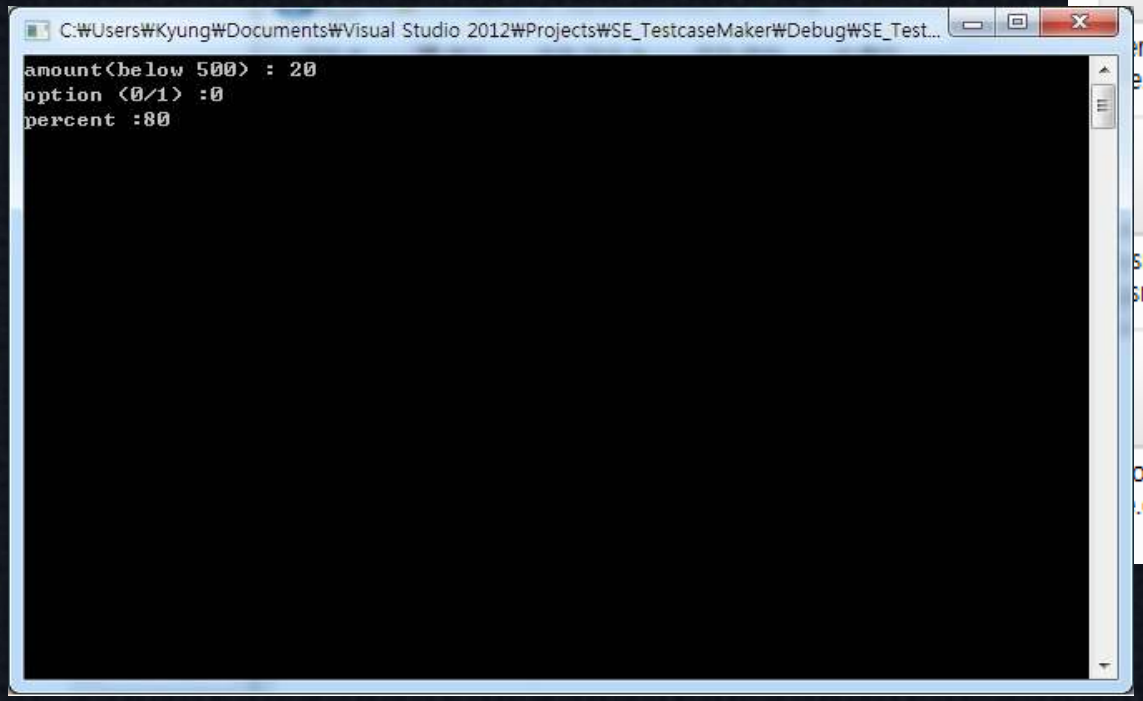


2 Singleton Pattern의 적용

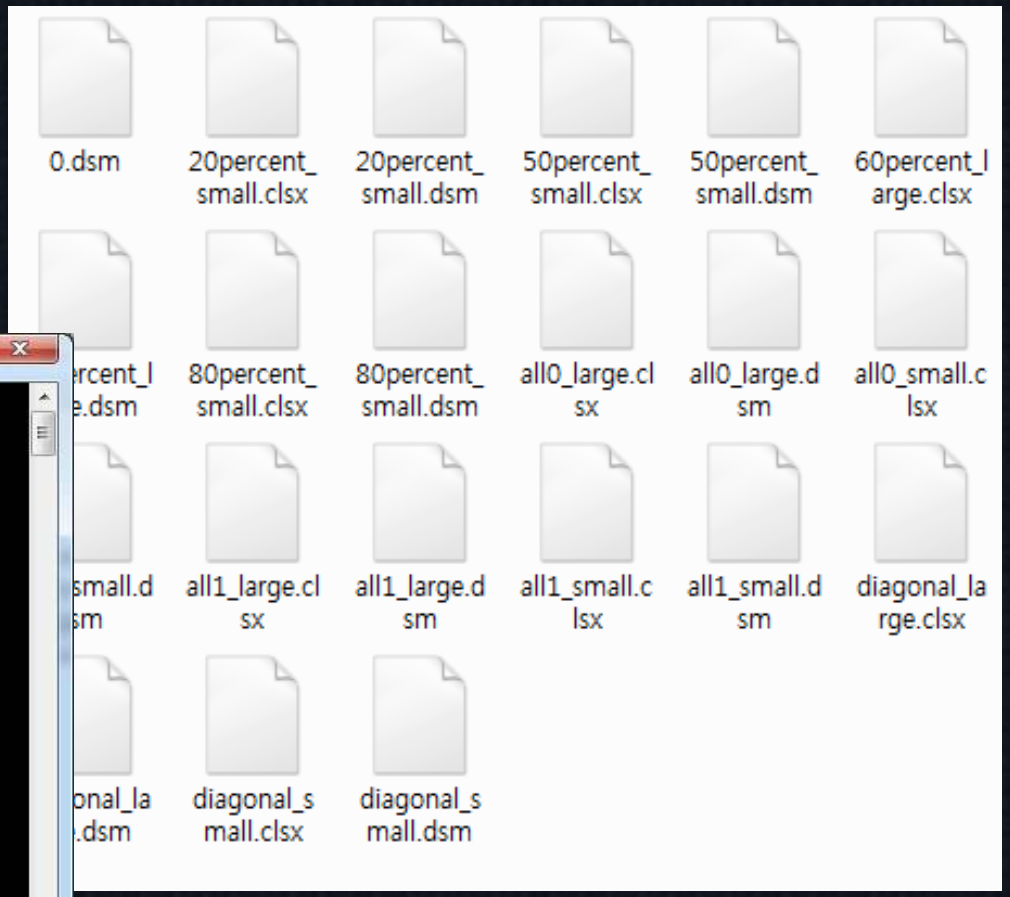
```
public class ModuleController  implements ActionListener{

    private String[] DsmfilePath;
    private String[] currentClusterInfo;

    private static ModuleController instance;

    private ModuleController(){}

    public static ModuleController getInstance(){

        if(instance==null){
            instance=new ModuleController();
        }
        return instance;
    }
```

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

3 Test 진행방법

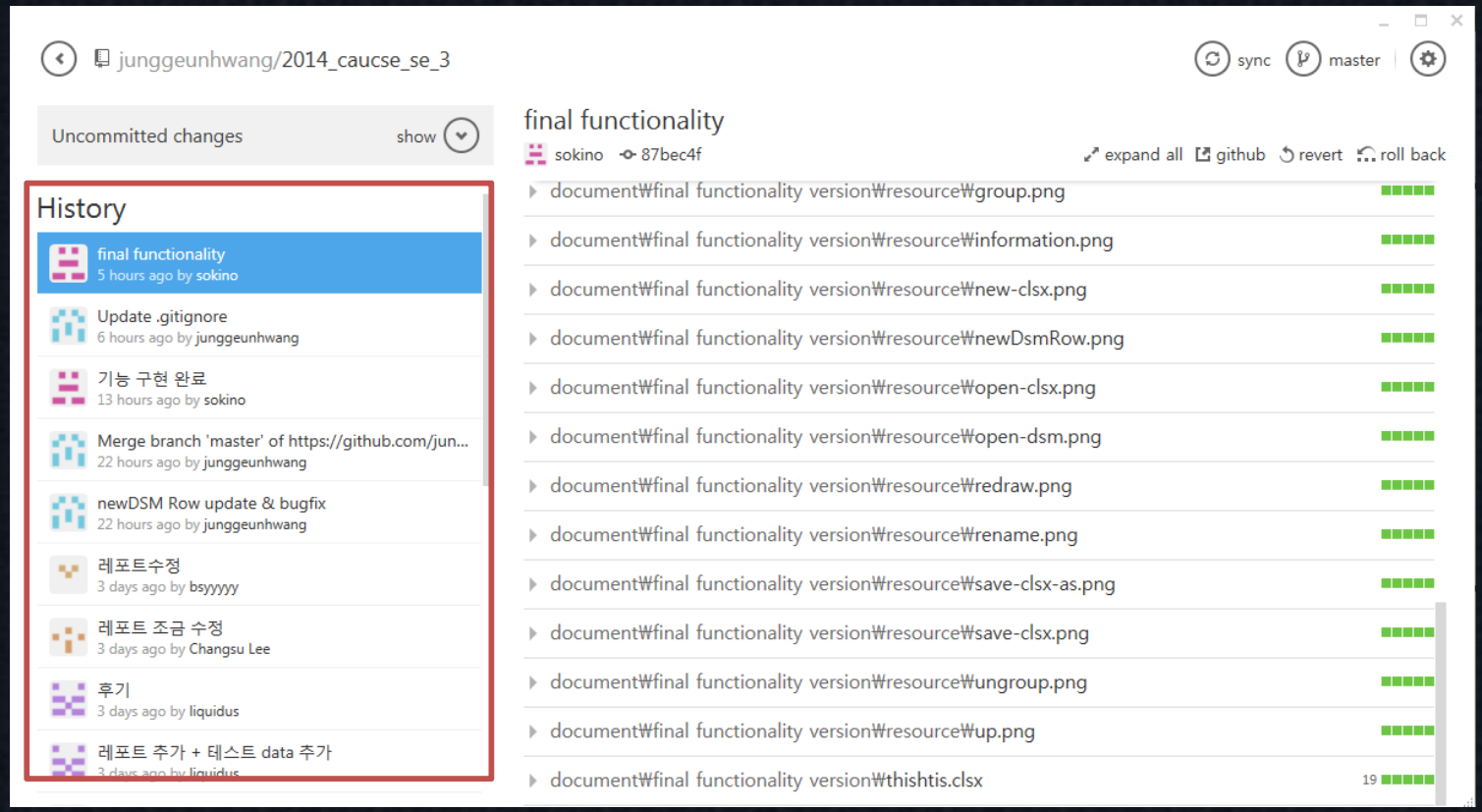


조건에 따라 DSM파일을 생성하는 간단한 프로그램 구현



Equivalence Partition개념을 적용하여 다양한 Test Case 생성

4 GitHub의 활용



GitHub를 활용하여 팀프로젝트 간 진행 효율을 극대화

5 일정대비 진행결과

Specification

5/12 ~ 5/15(Clear)

Implementation

5/16~ 5/22(Clear)

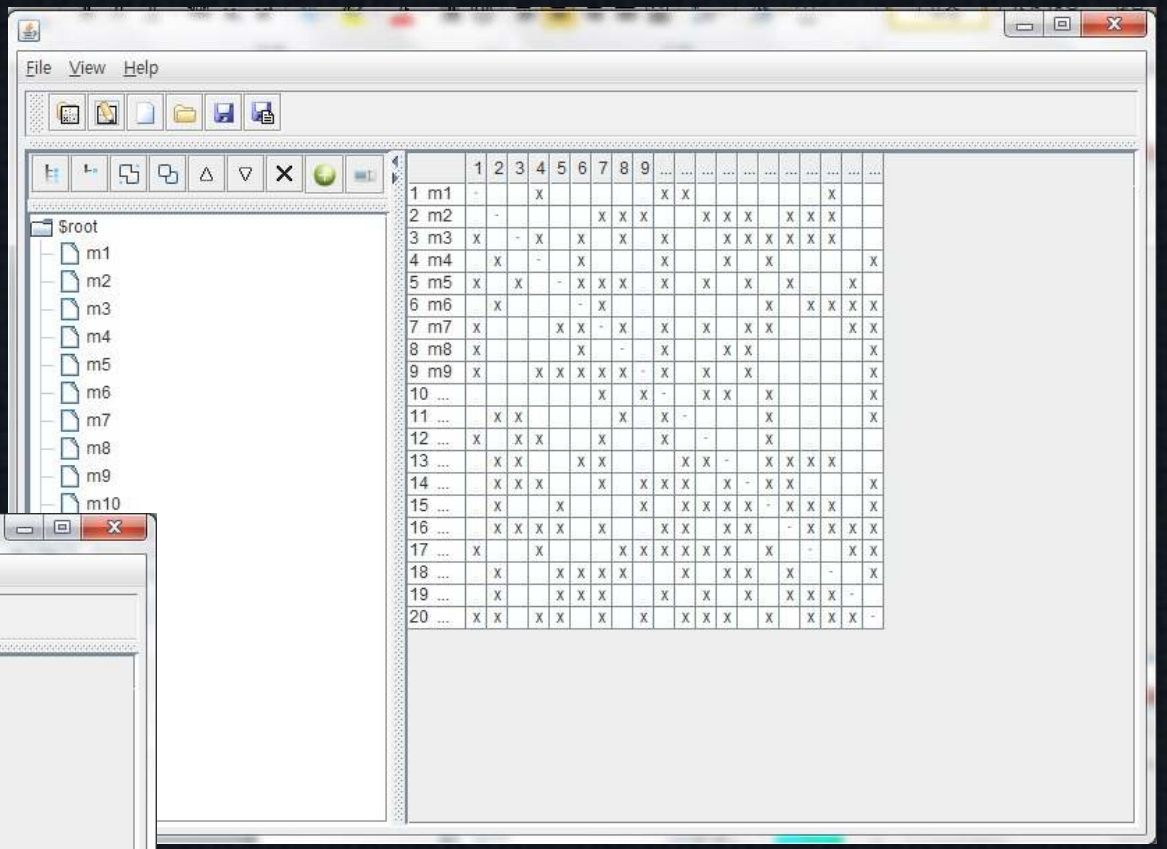
Test & FeedBack

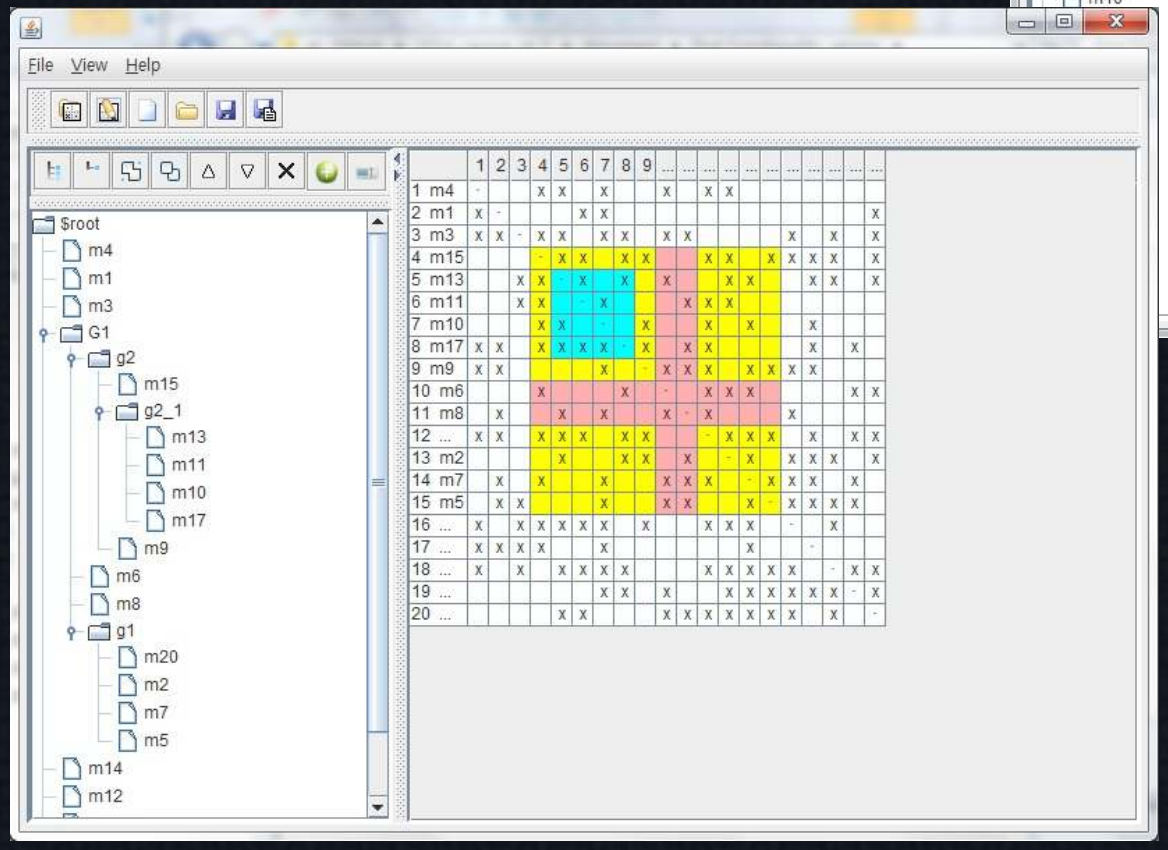
5/22~ 5/27 ➡ 5/22~ 6/6

6 기능적 요구사항 수행결과

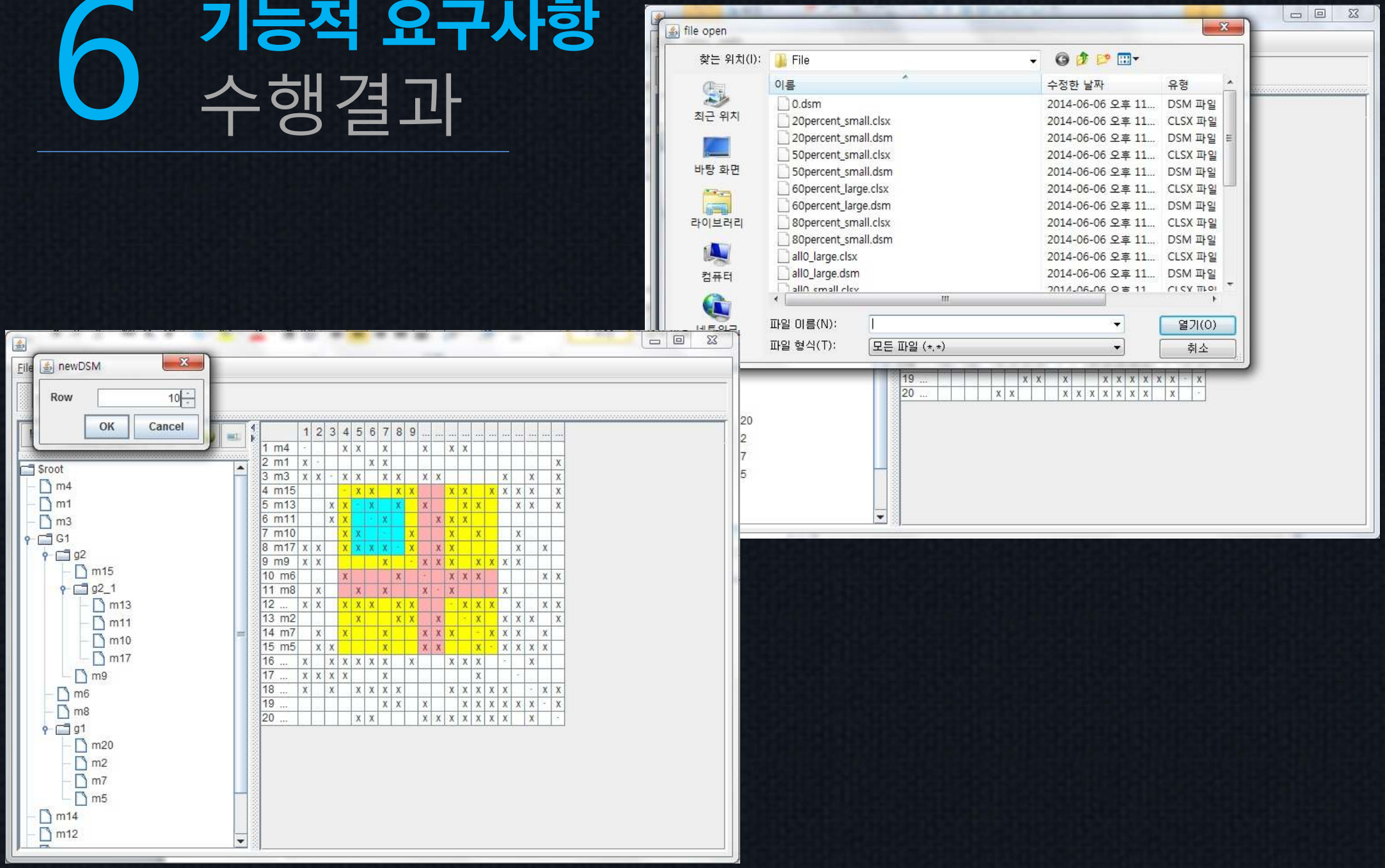
FUNCTIONAL ACHIEVEMENT RATE

6 기능적 요구사항 수행결과





6 기능적 요구사항 수행결과



6 기능적 요구사항 수행결과