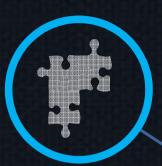


## Software Engineering Design Structure Matrix -

**DSM** Tools

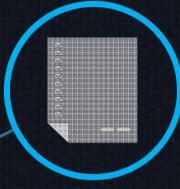
Team - Project - Presentation



MVC Pattern 의 적용



Singleton Pattern 의 적용

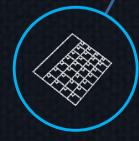


Test 진행방법

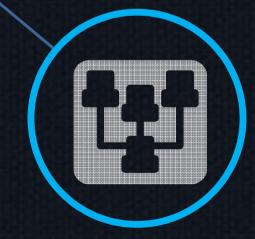
**Six**Contents



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;

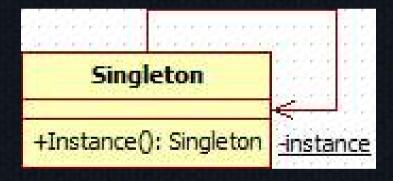
    private static ModuleController instance;

    private ModuleController(){}

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

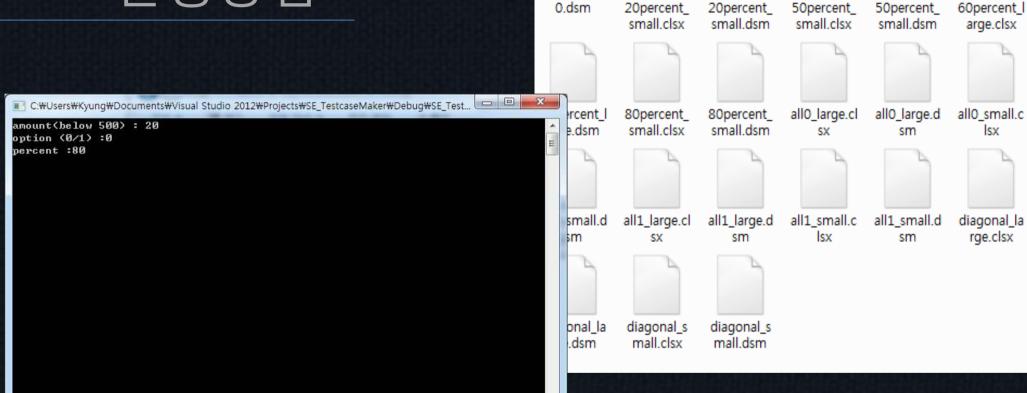
    if(instance==null){{\frac{1}{2}}}
    instance=new ModuleController();
    }
    return instance;
}
```





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

#### Test 진행방법

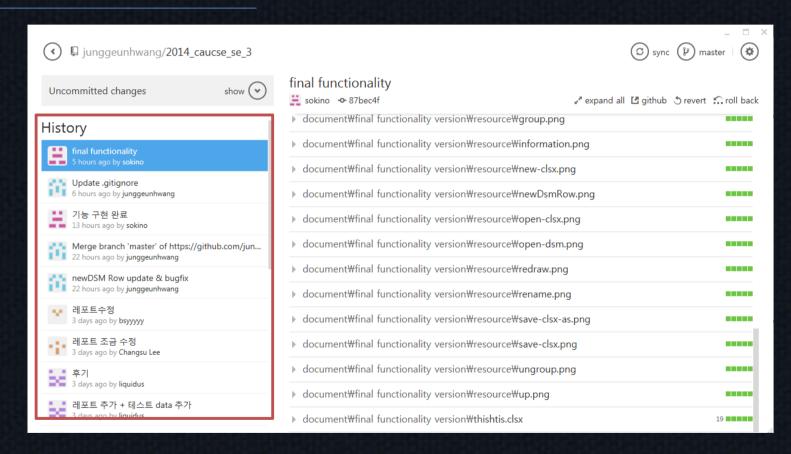


Equivalence Partition개념을 적

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** 

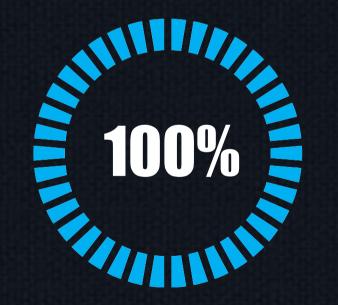
**Implementation** 

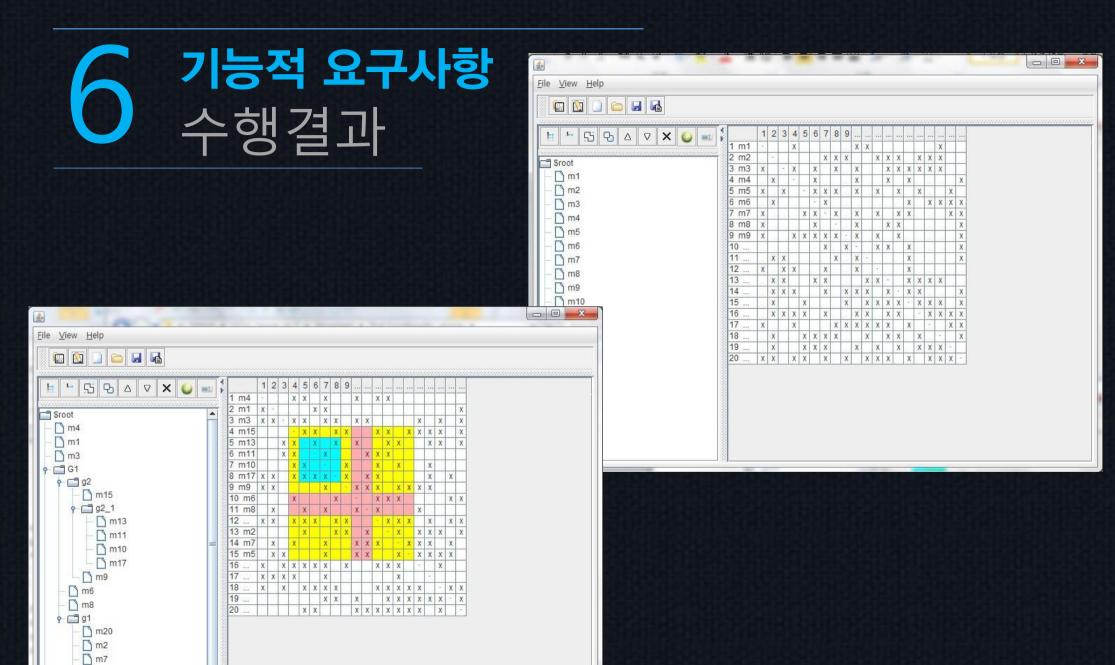
5/16~ 5/22(Clear)

**Specification**5/12 ~ 5/15(Clear)

#### 이 기능적 요구사항 수행결과

FUNCTIONAL ACHIEVEMENT RATE





\_ \_ \_ m5

m14 m12

### 기능적 요구사항 수행결과

1 2 3 4 5 6 7 8 9

3 m3 x x - x x x x x x x

- x x x x x x

x x x x x x x x

X

10

Cancel

≜ newDSM

OK

9 g2\_1

\_\_\_\_ m6

\_\_\_\_ m8

e 🗂 g1 m20 \_\_\_\_ m2 ☐ m7 \_\_\_\_\_ m5

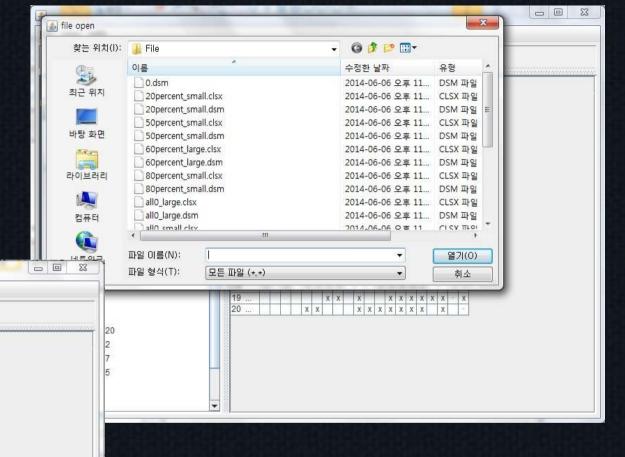
m14 m12

m13 m11 m10 m17

Row

\$root

] m4 ] m1 ] m3 ۹ 📑 G1 9 a g2 m15



#### 기능적 요구사항 수행결과

Eile <u>V</u>iew <u>H</u>elp

**1** g1 \_ \_ m71 \_ n70 □ g3

> m139 m133 m136 m135 m130 g3\_1 \_\_\_\_\_ m56 \_\_\_\_\_ m59 m142 \_\_\_\_\_\_m58 m143 m140 M141 ☐ m146 M147 ☐ m144 m145 m148 m149 ☐ m60

