

# Wer wird Millionär?

Design Review

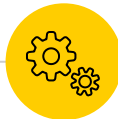




## Was macht guten Code aus?

- Don't Repeat Yourself (DRY)
- Keep It Simple & Stupid (KISS)
- You Aren't Gonna Need It (YAGNI)

# Was macht gutes Design aus?





## **Index**

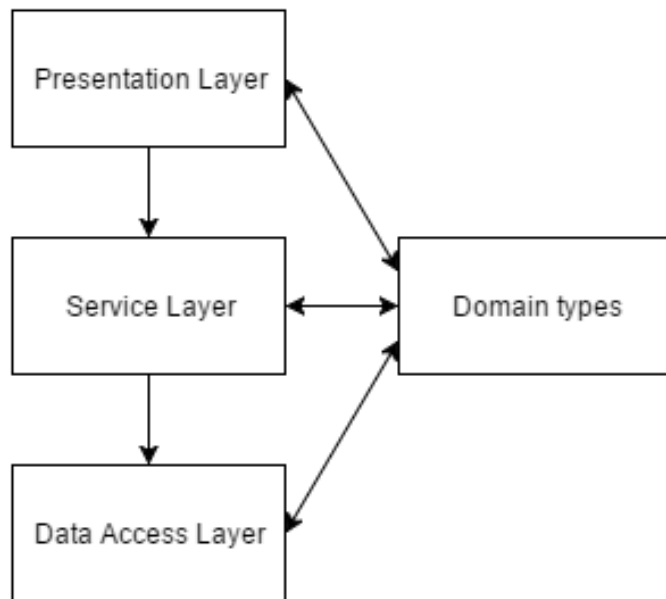
---

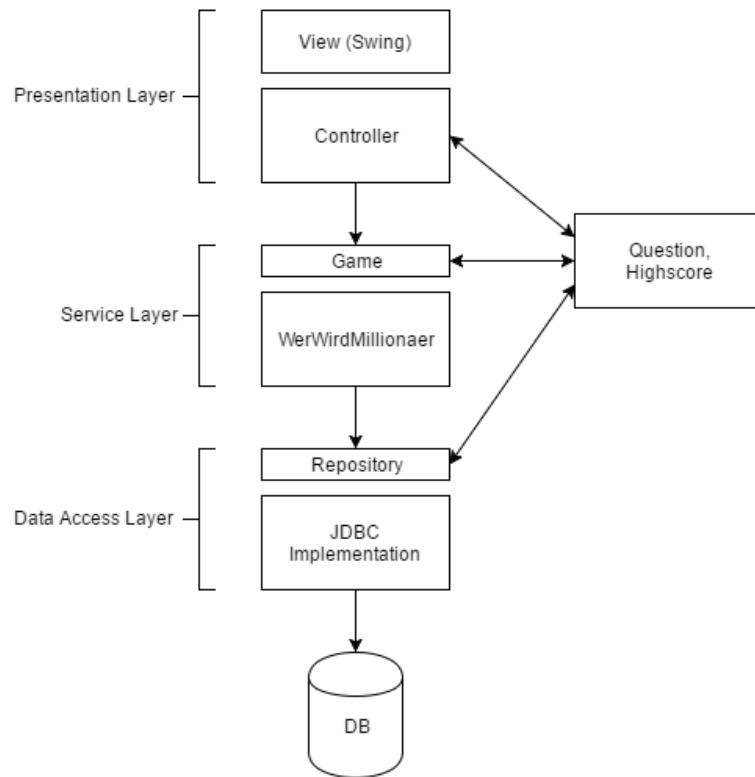
- **Projektorganisation**
- **Klassendiagramme**
- **Design-Fazit**
- **Abläufe**

1

# Projektorganisation

“Layered approach”





---

2

# Klassendiagramme

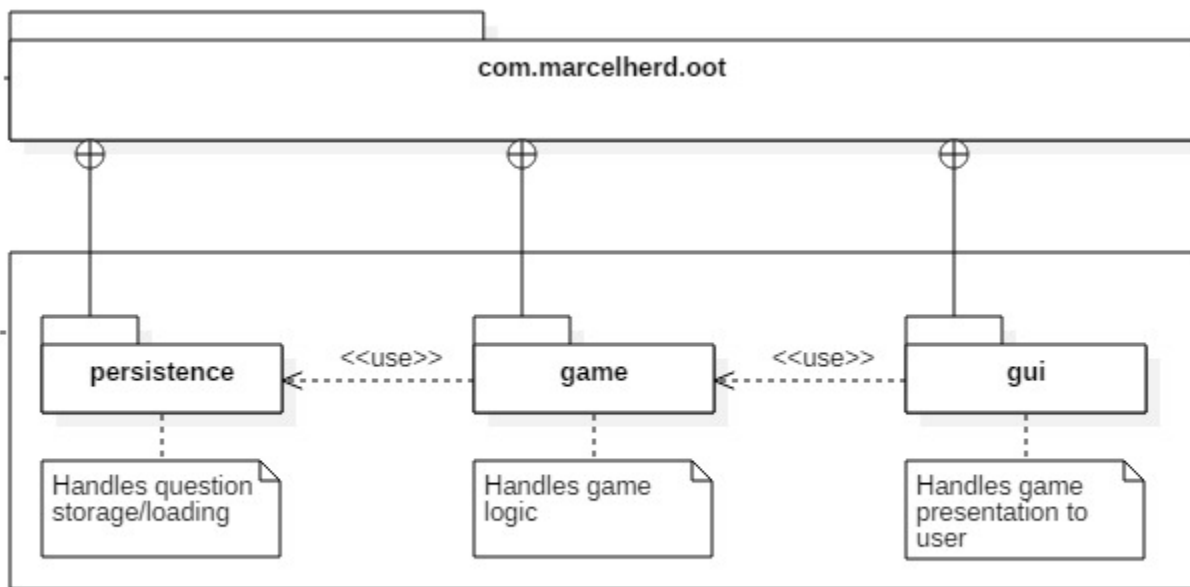
---



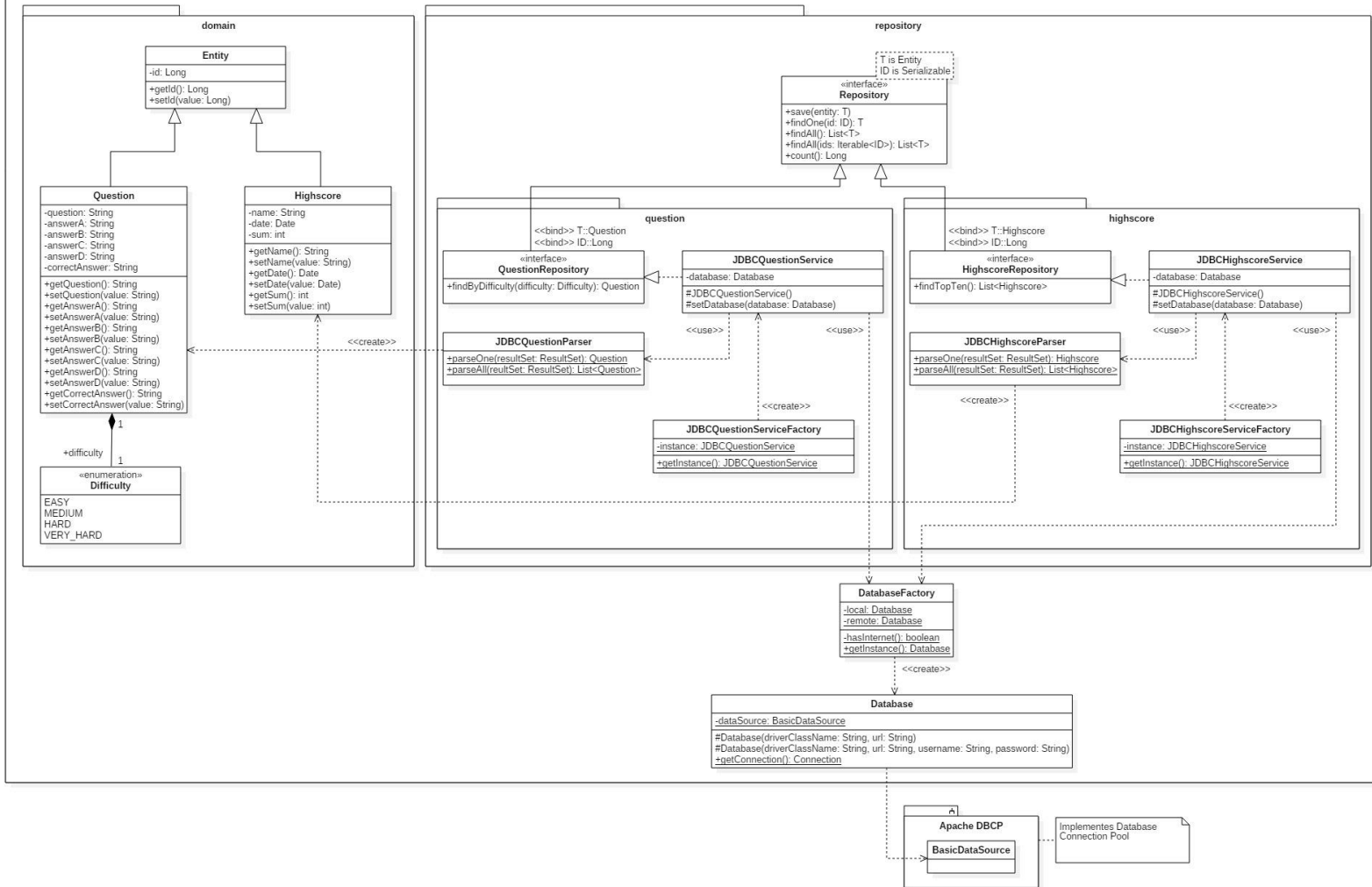


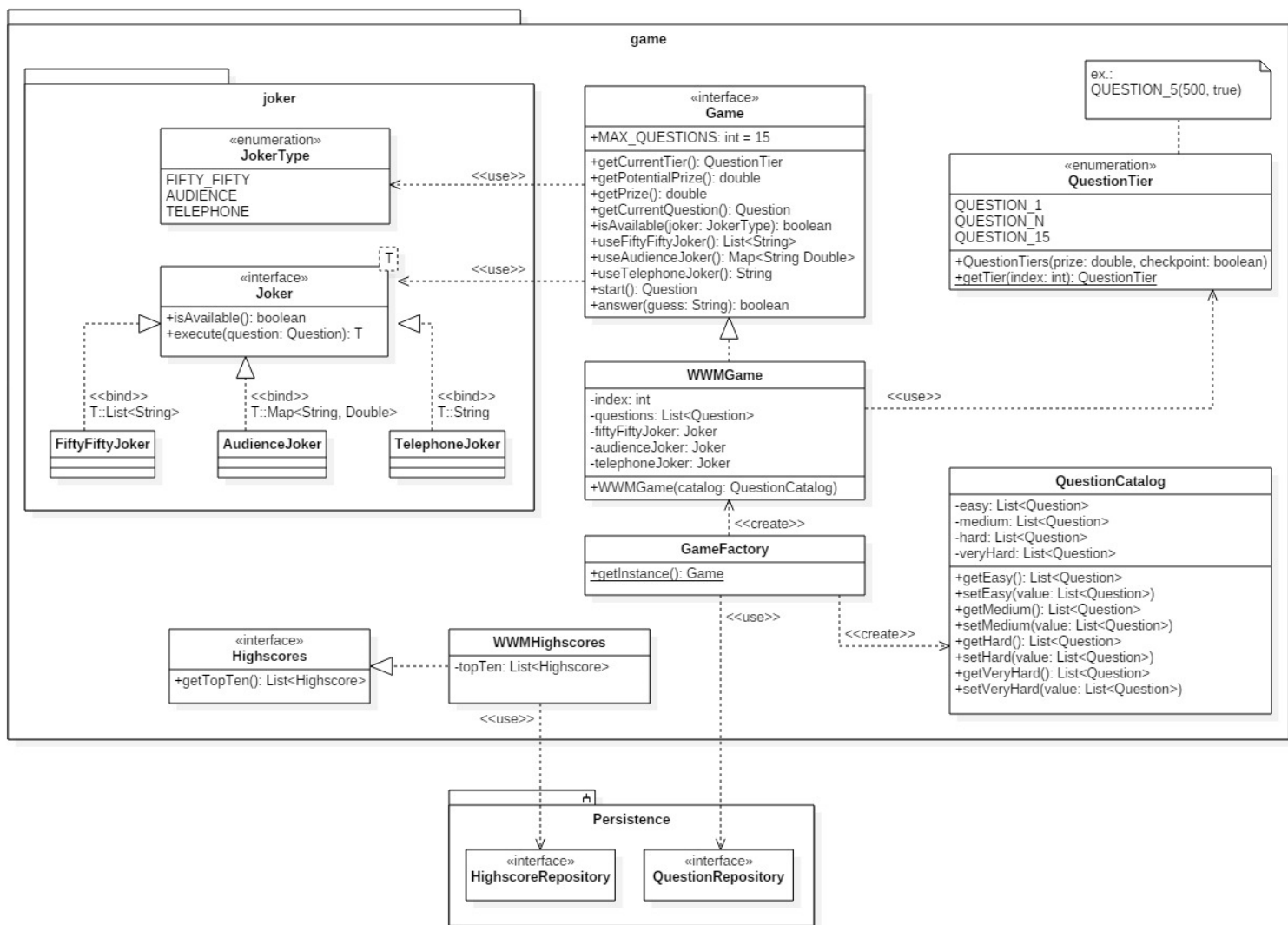
Maven  
multi-module  
project

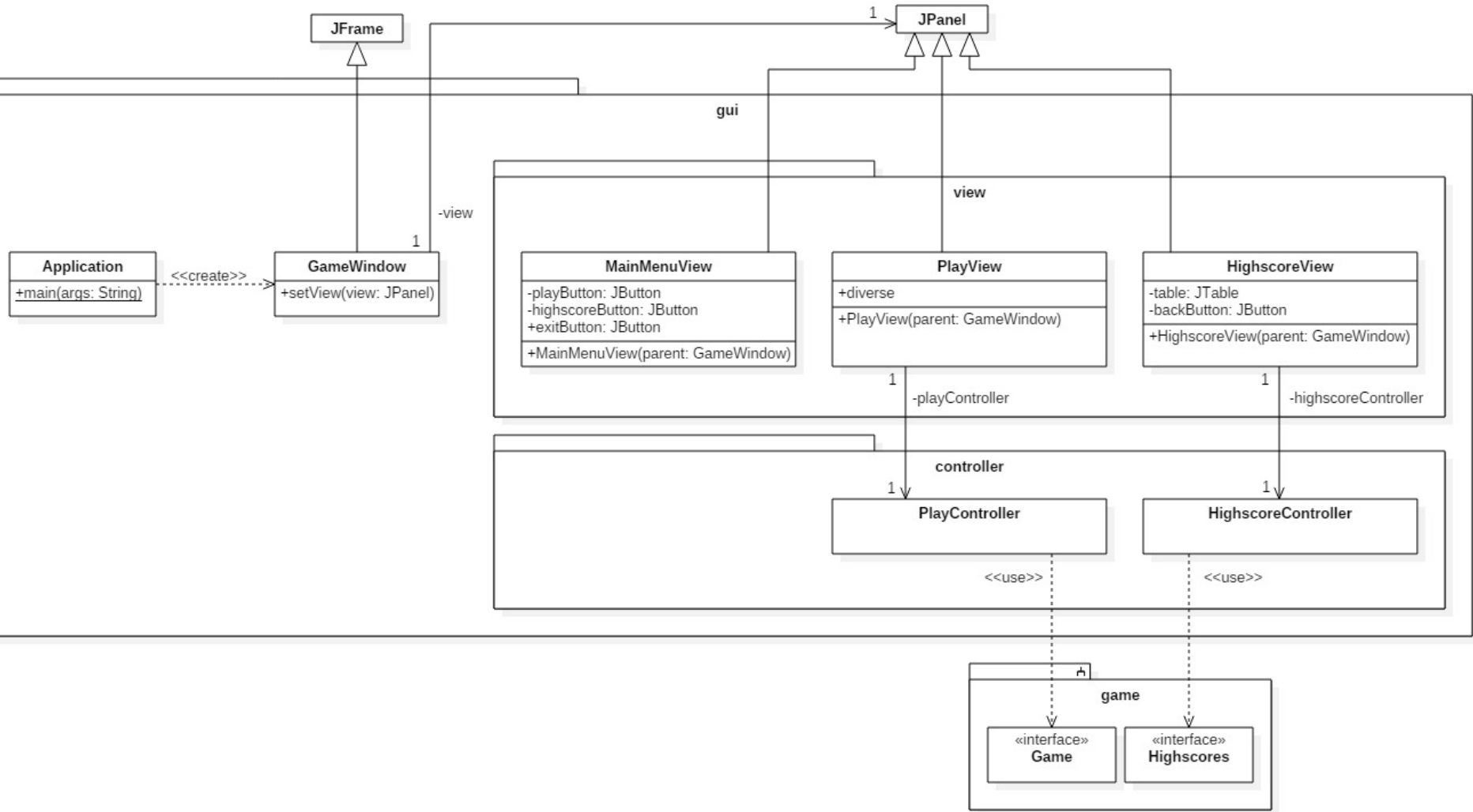
Maven  
modules



# persistence







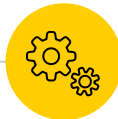
---

3

## **Design-Fazit**

---

# Was macht gutes Design aus?





## **Gutes (OO-) Design**

---

- **Erweiterbar**
- **Wartbar**
- **Wiederverwendbar**
- **Testbar**



# High Cohesion

Komplexität • Wartbarkeit • Fehleranfälligkeit





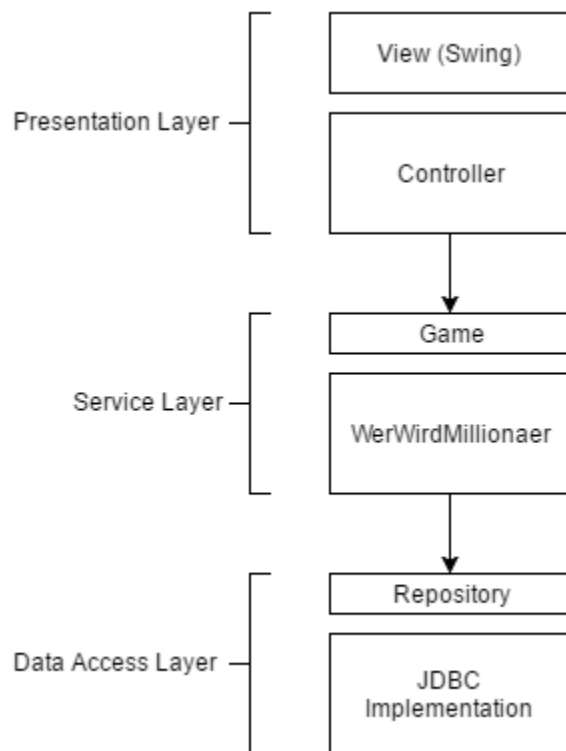
# Single Responsibility Principle

Komplexität • Wartbarkeit • Fehleranfälligkeit



# Loose Coupling

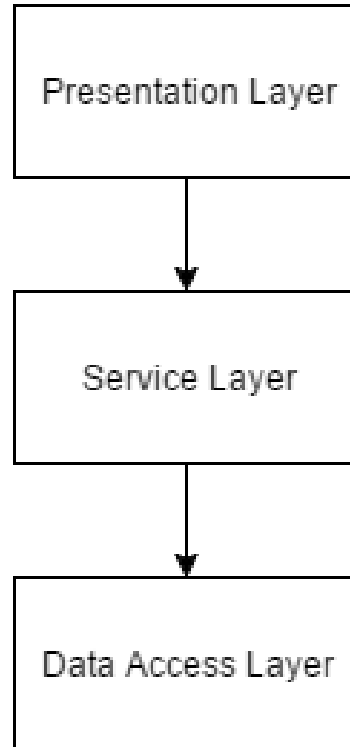
Komplexität • Wartbarkeit • Wiederverwendbarkeit • Testbarkeit





# Separation of Concerns

Komplexität • Wartbarkeit



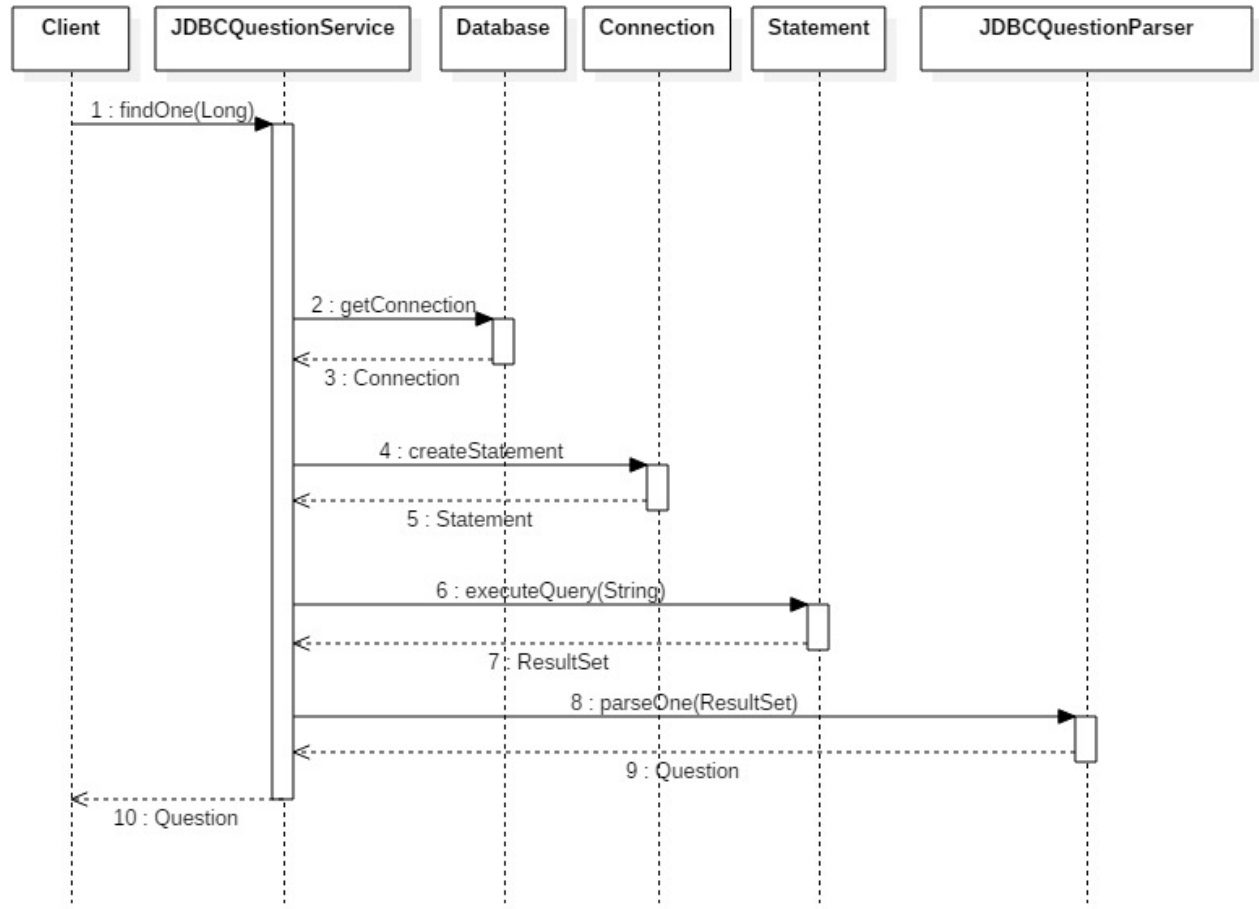
---

4

# Abläufe

---

interaction SequenceDiagram1





---

# Danke!

*Gibt es Fragen?*





## Credits

---

- © Presentation template by SlidesCarnival