

Wer wird Millionär?

Design Review

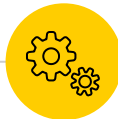




Was macht guten Code aus?

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

Was macht gutes Design aus?





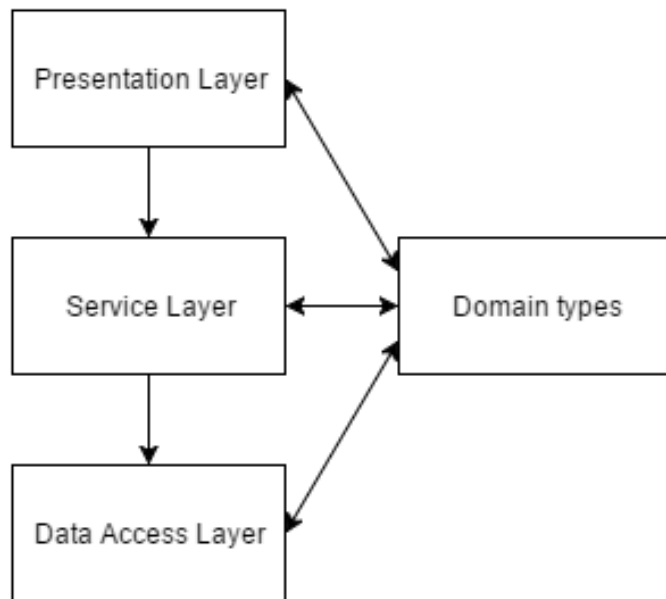
Index

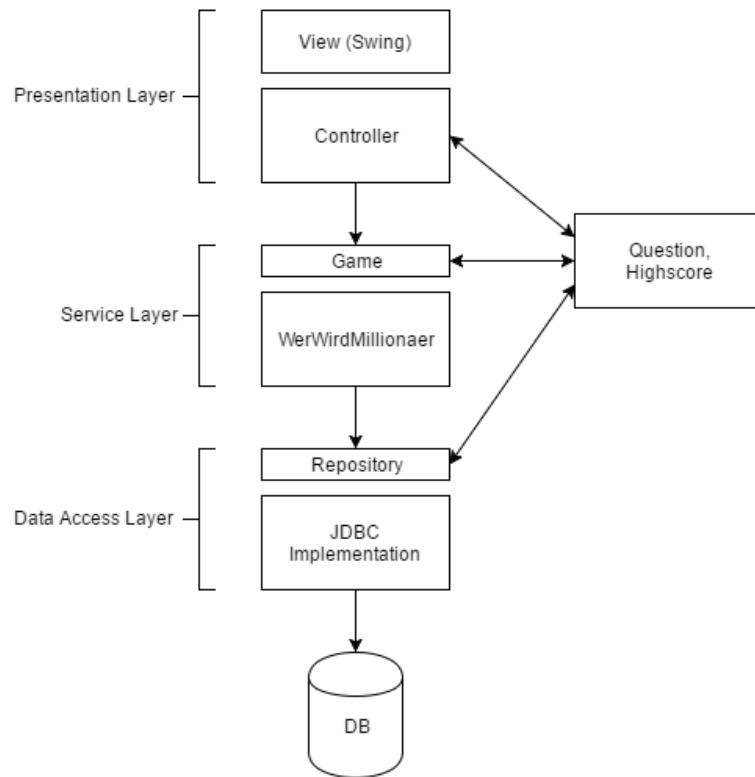
- **Architektur**
- **Implementation**
- **Fazit**
- **Abläufe**

1

Architektur

“Layered approach”





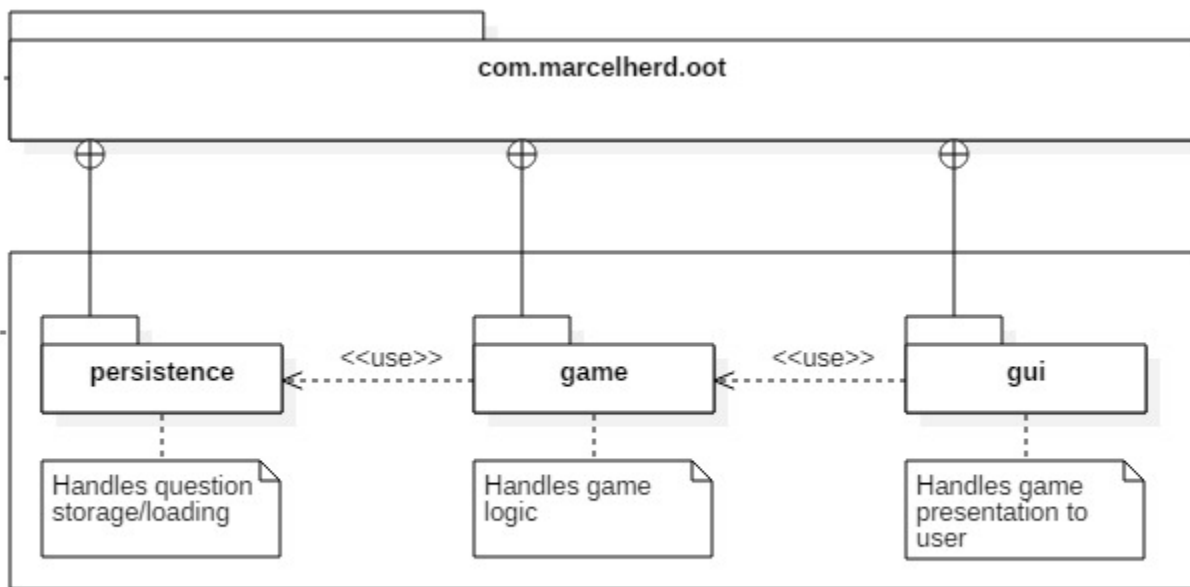
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Implementation

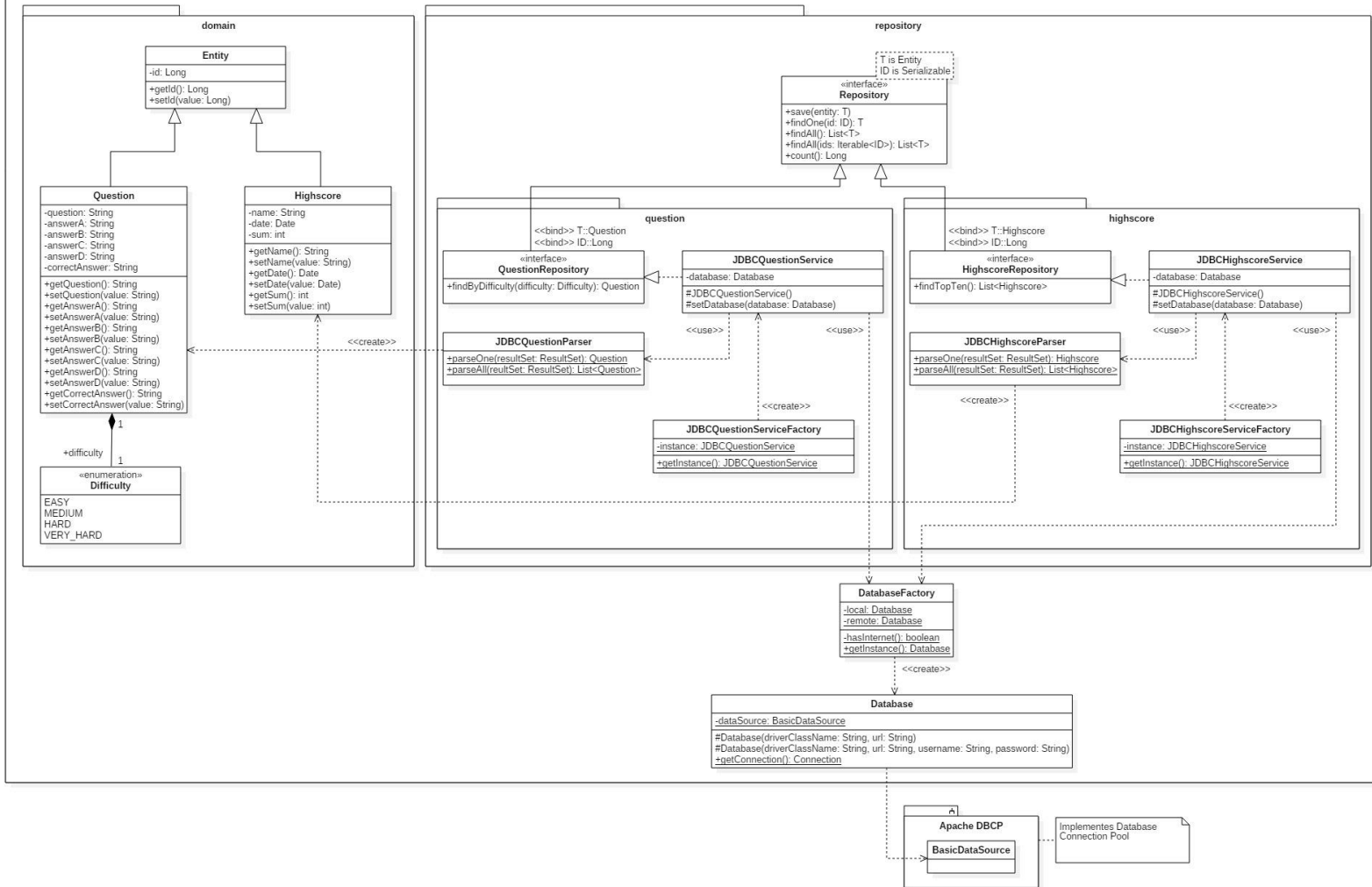


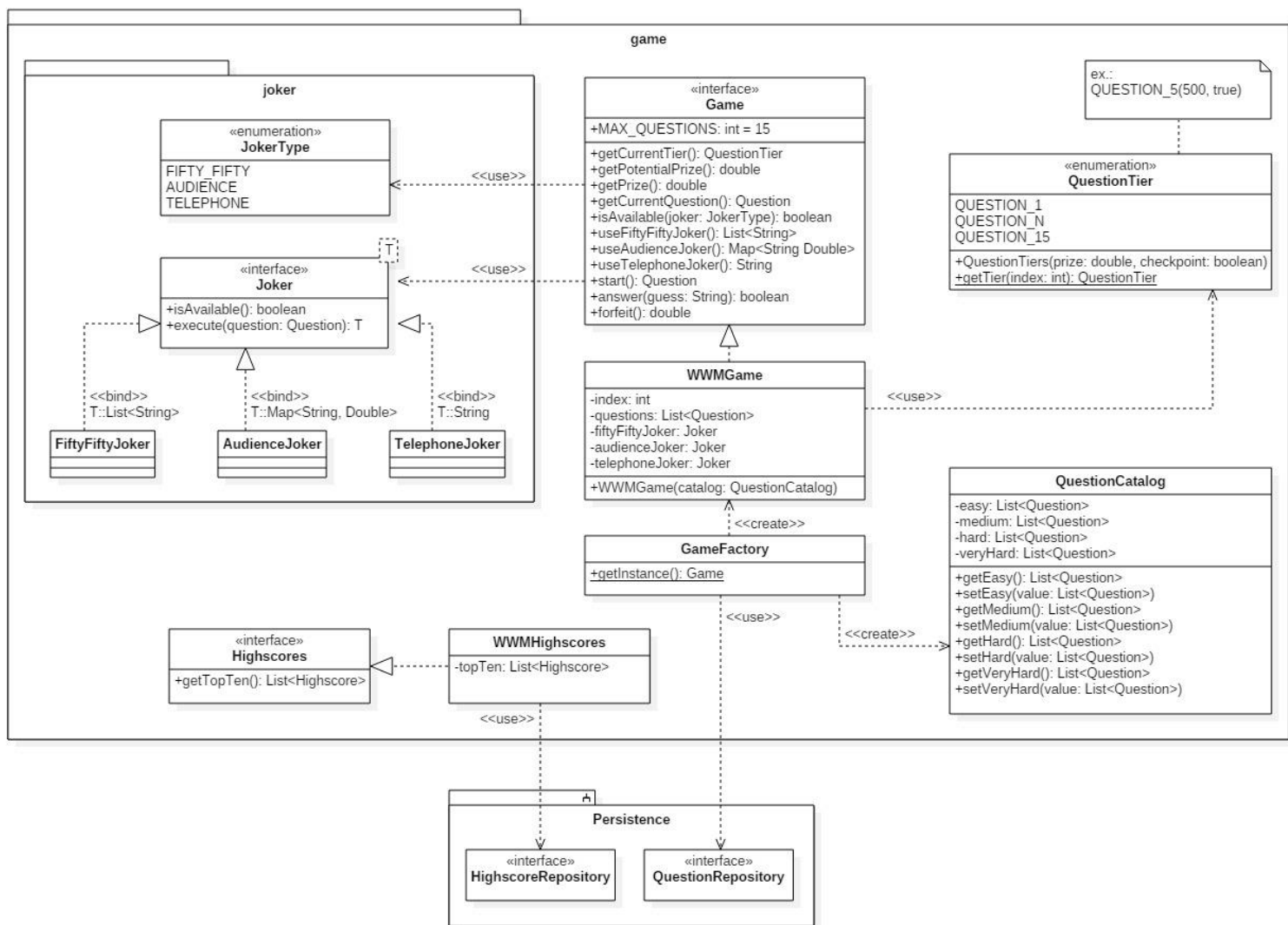
Maven
multi-module
project

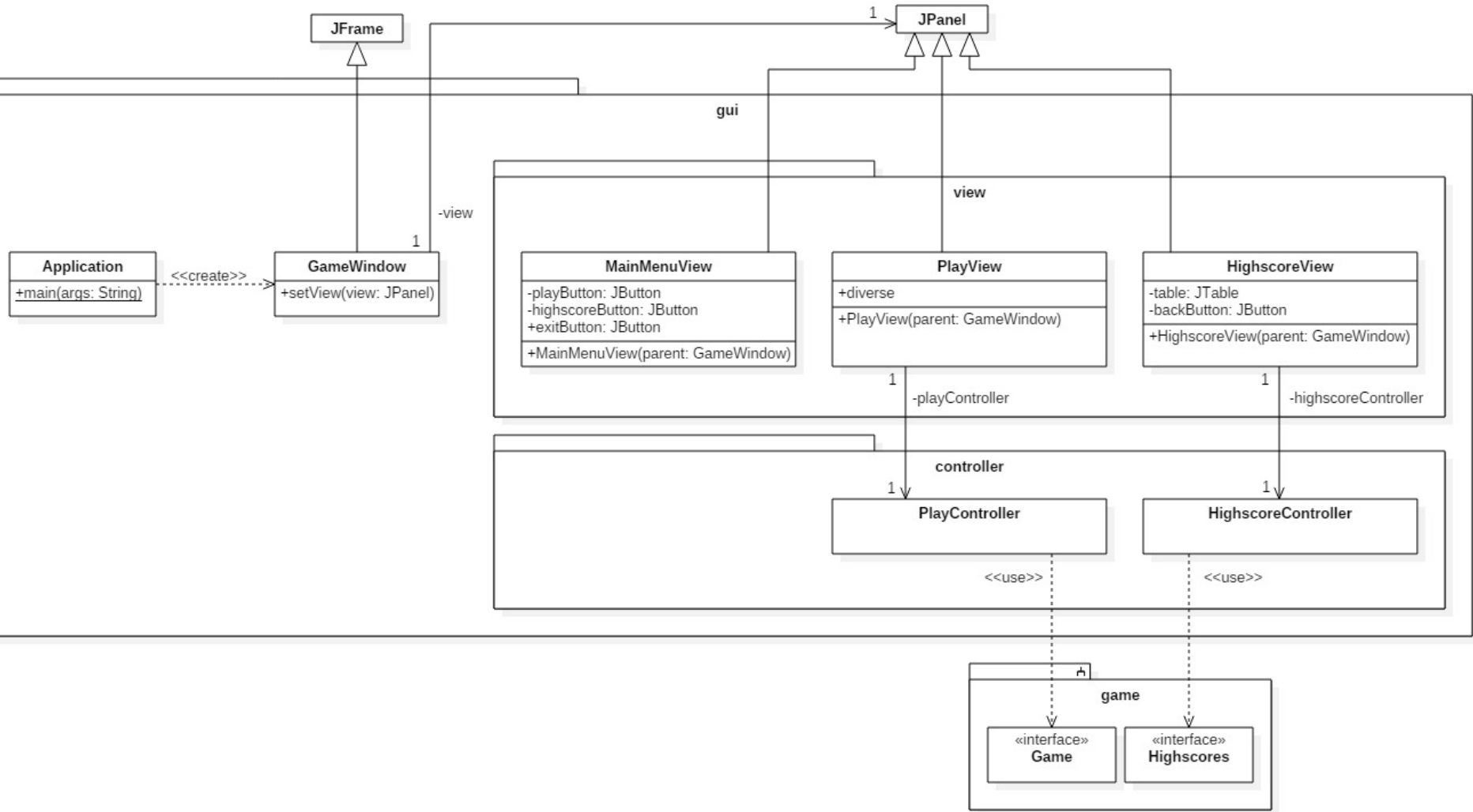
Maven
modules



persistence



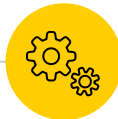




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Design-Fazit

Was macht gutes Design aus?





Gutes (OO-) Design

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



Single Responsibility Principle

Komplexität • Wartbarkeit • Fehleranfälligkeit



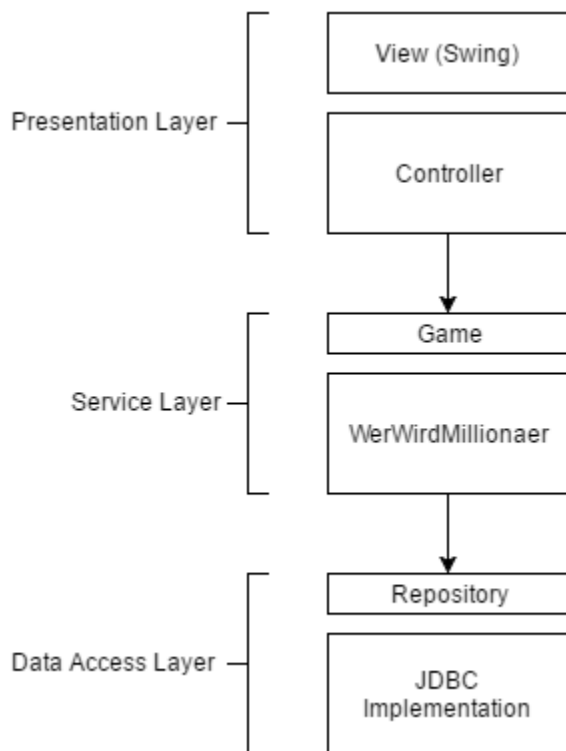
High Cohesion

Komplexität • Wartbarkeit • Fehleranfälligkeit



Loose Coupling

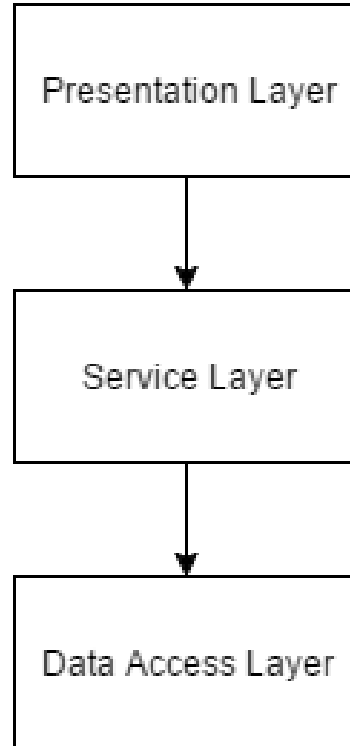
Komplexität • Wartbarkeit • Wiederverwendbarkeit • Testbarkeit





Separation of Concerns

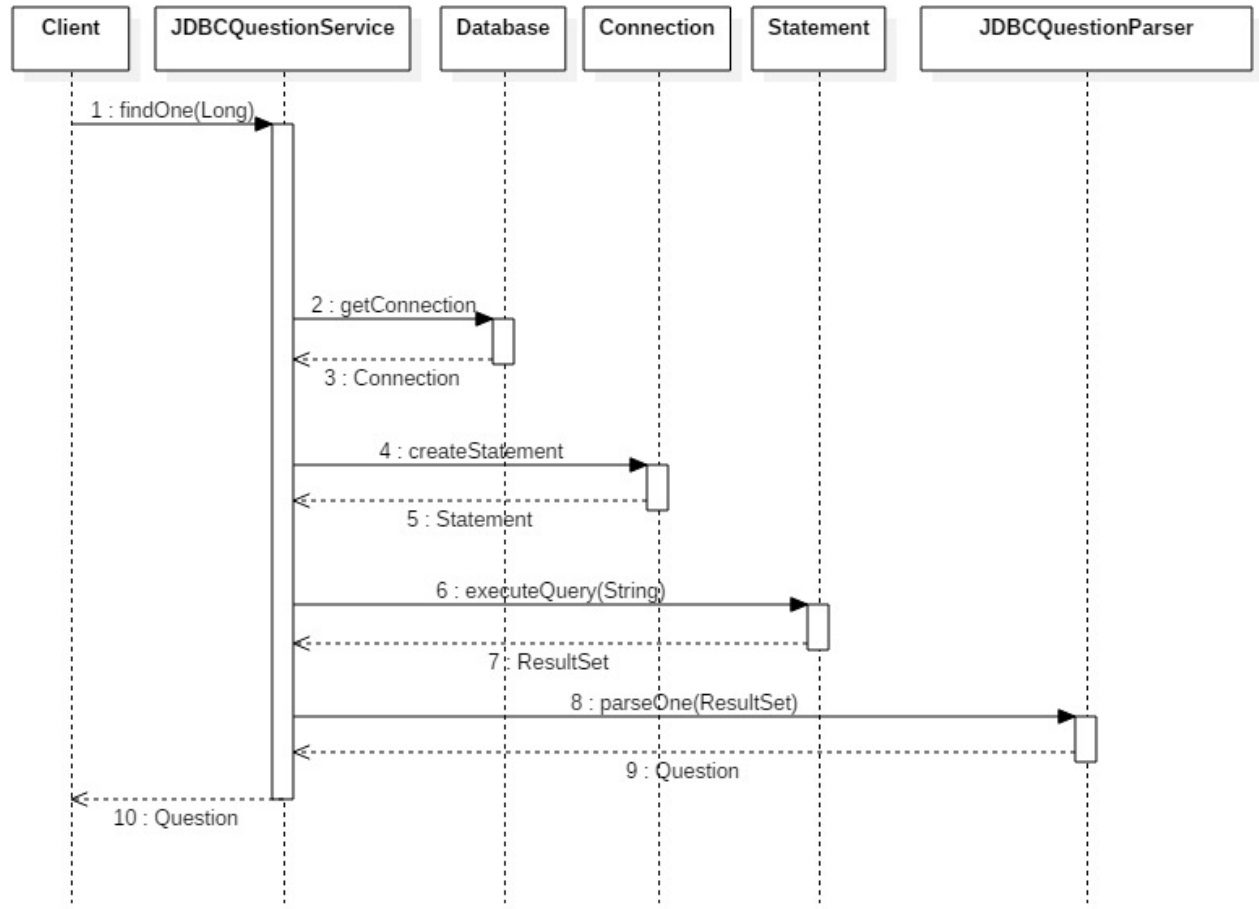
Komplexität • Wartbarkeit

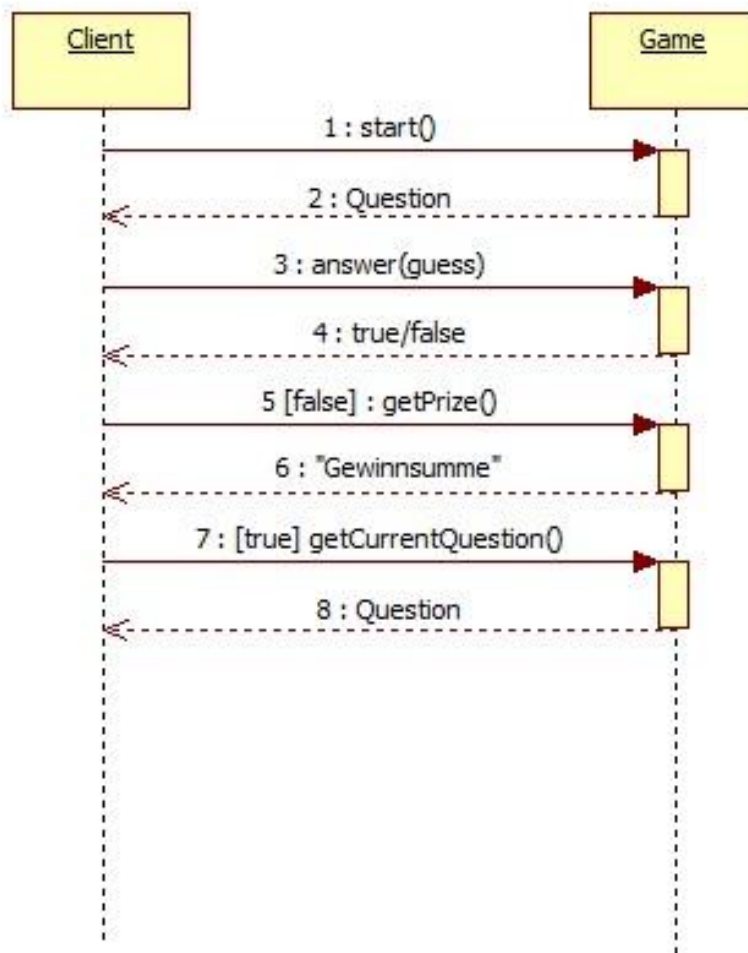


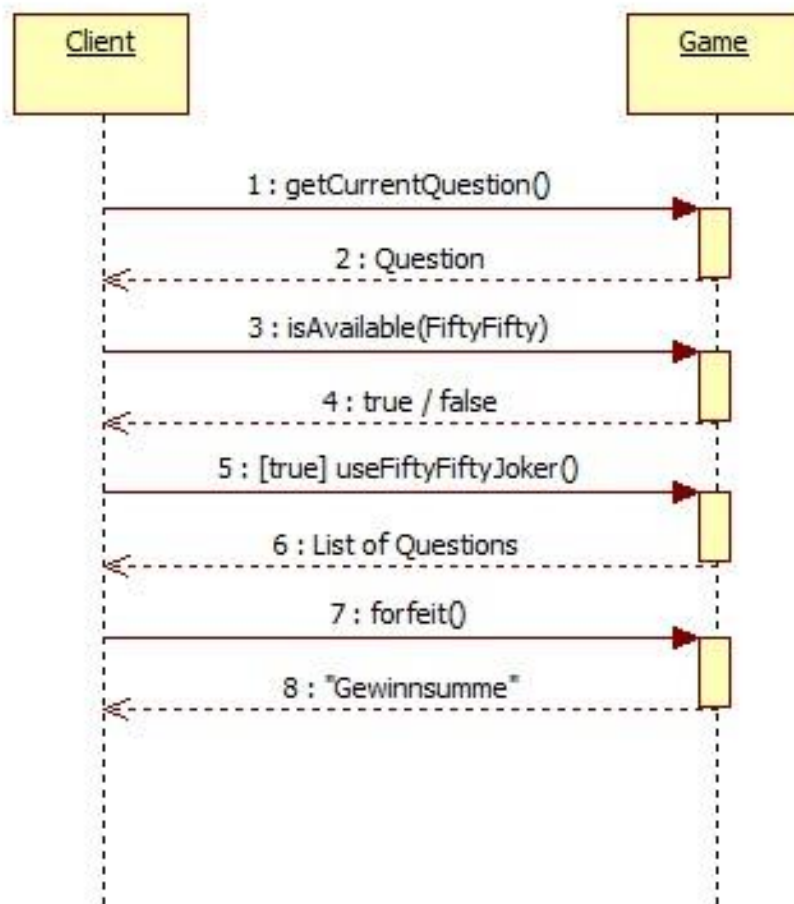
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Abläufe

interaction SequenceDiagram1









Danke!

Gibt es Fragen?



Credits

- © Presentation template by SlidesCarnival