

# Wer wird Millionär?

**Design Review**

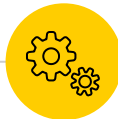




## Was macht guten Code aus?

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

# Was macht gutes Design aus?





## **Index**

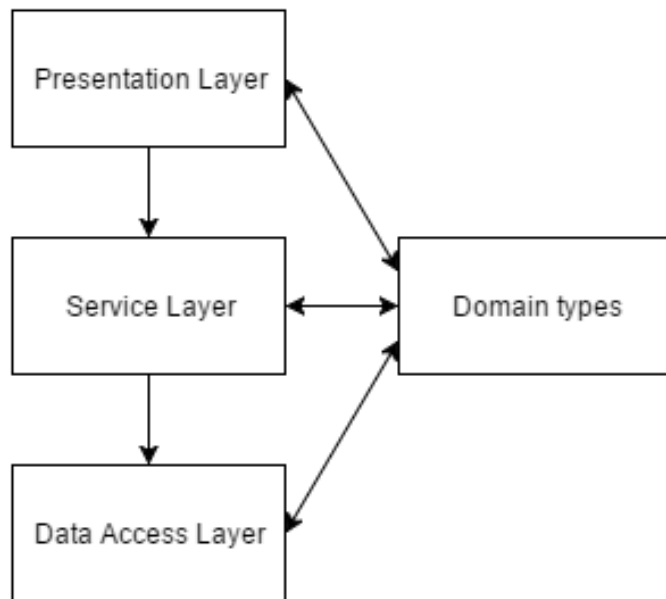
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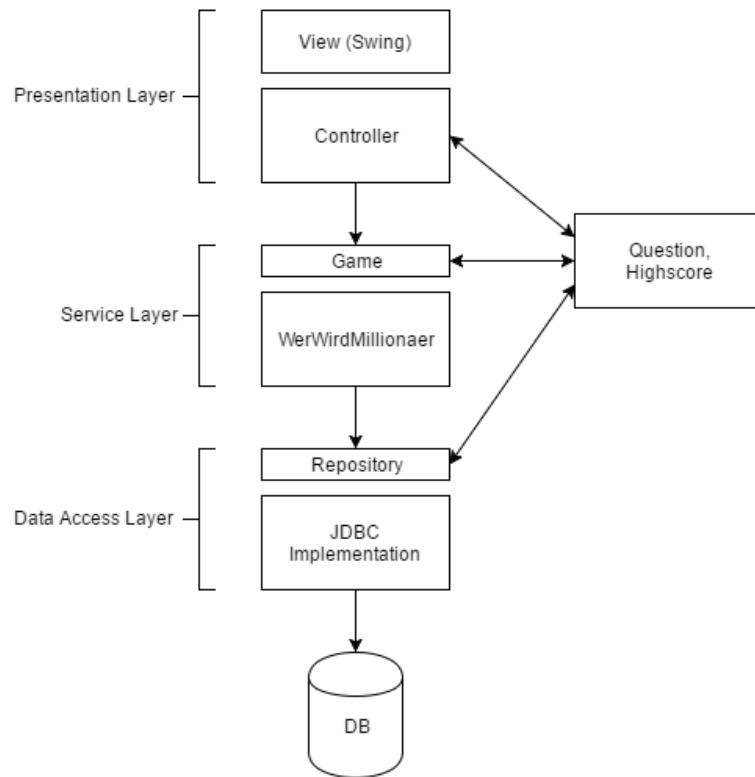
- **Projektorganisation**
- **Klassendiagramme**
- **Design-Fazit**
- **Abläufe**

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# Projektorganisation

“Layered approach”





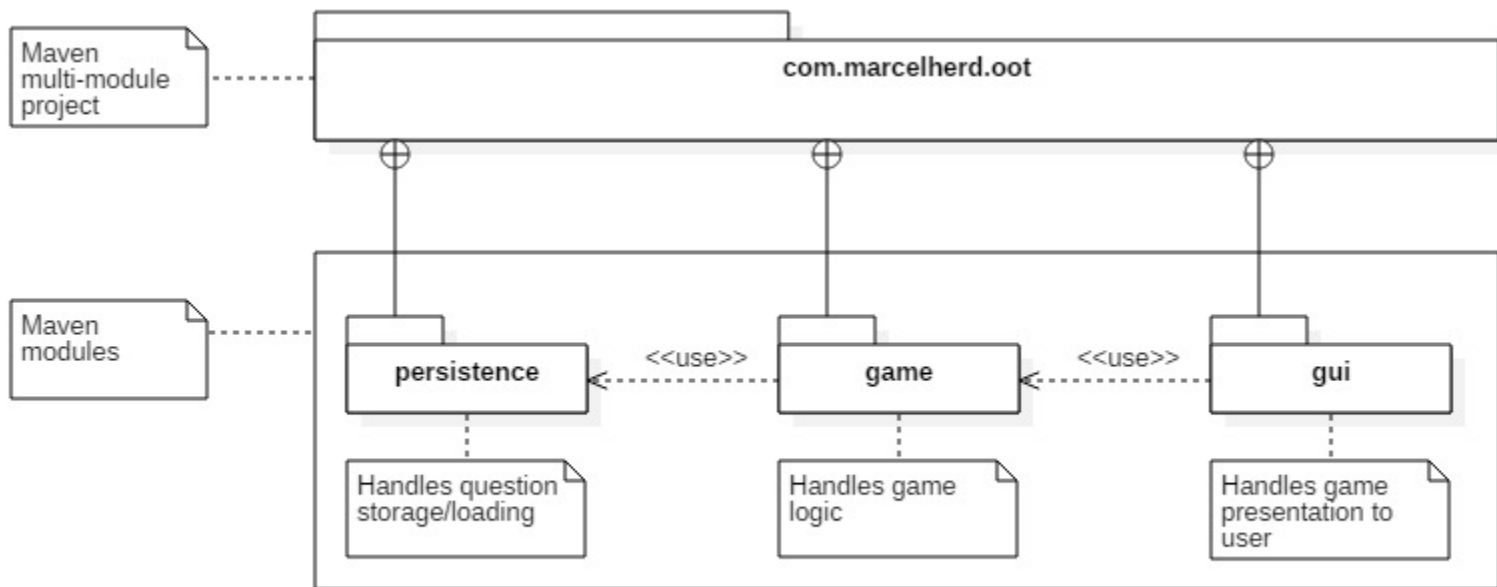
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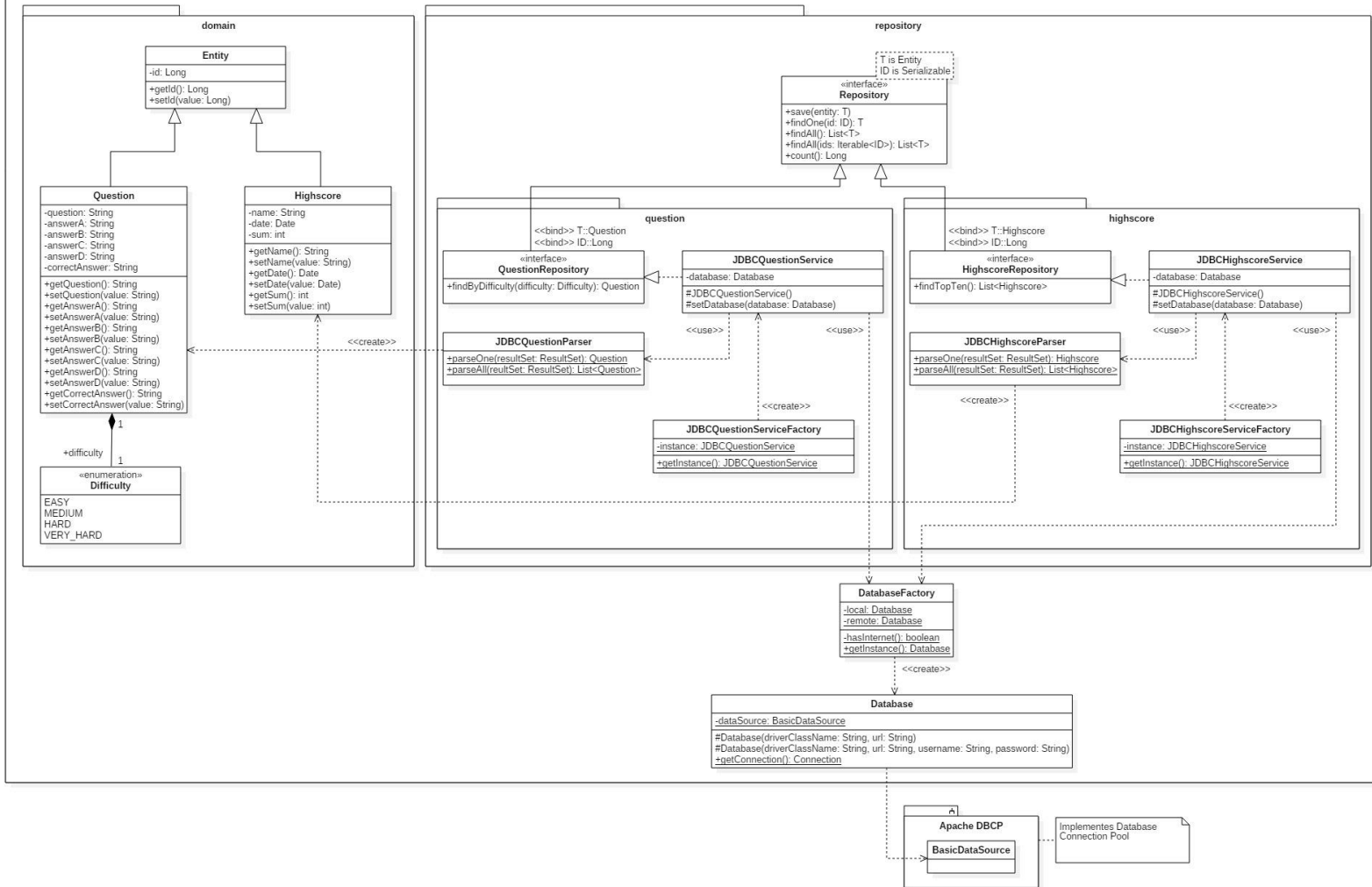
# Klassendiagramme

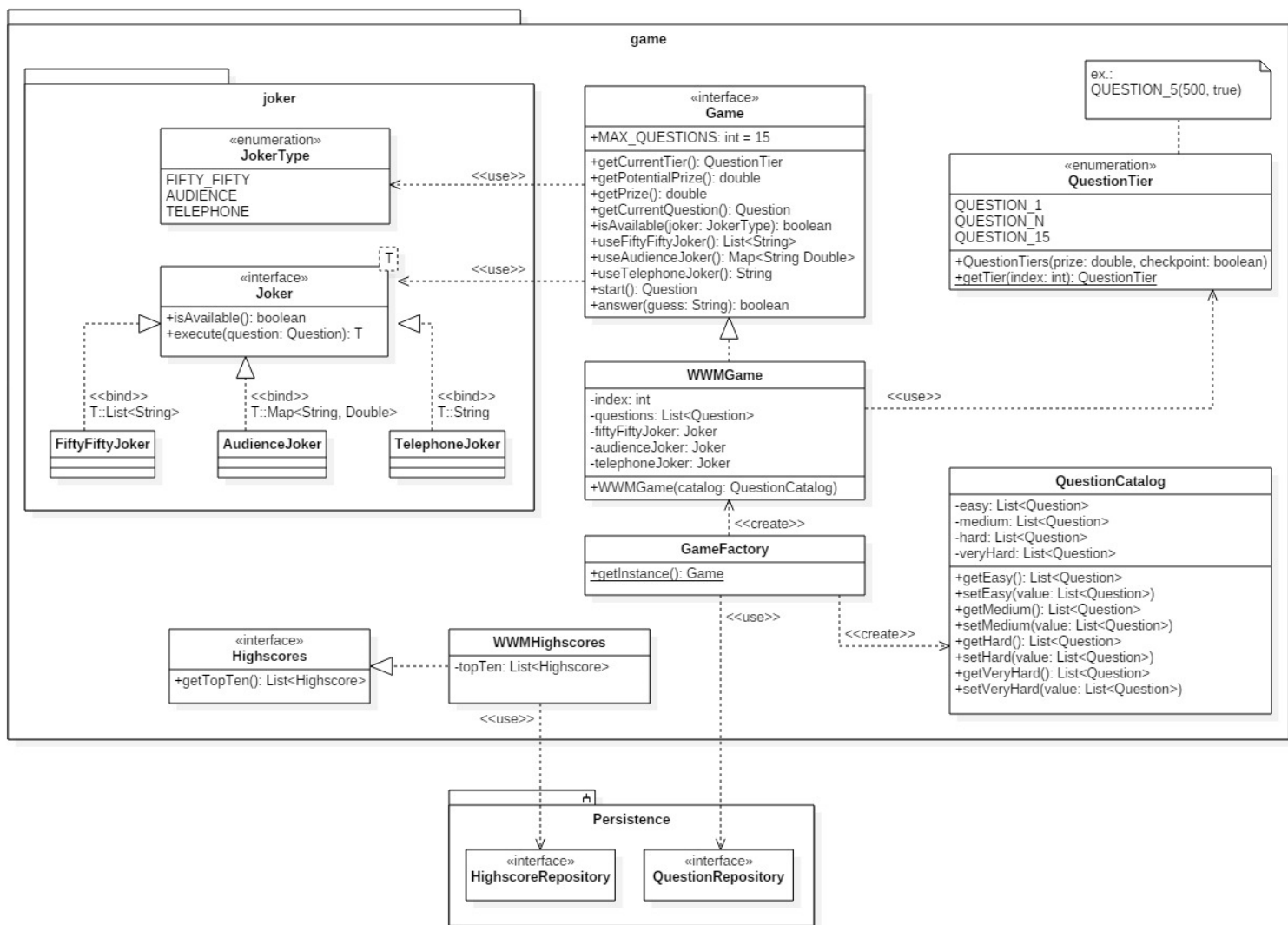
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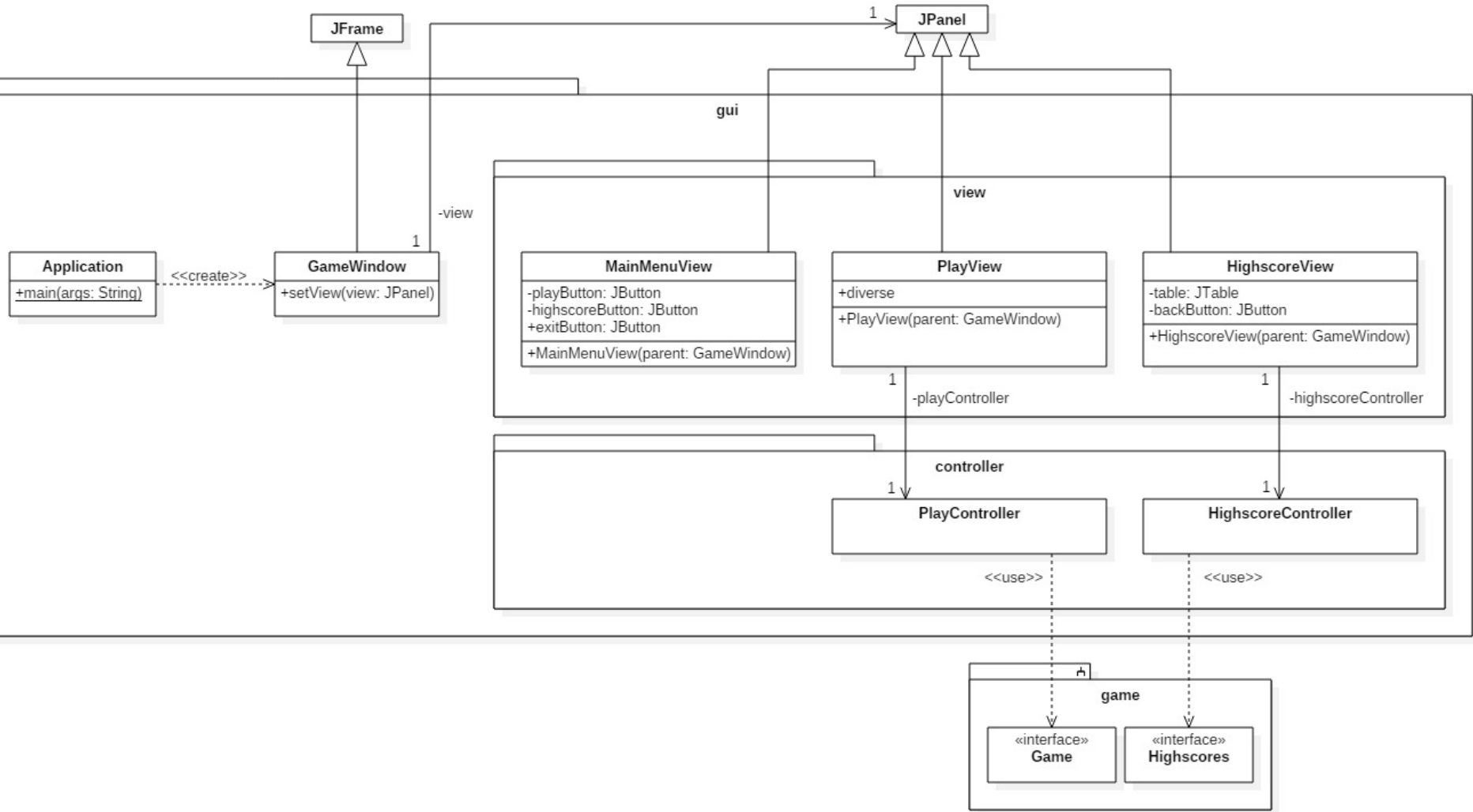




# persistence







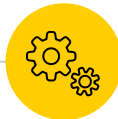
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## **Design-Fazit**

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# Was macht gutes Design aus?





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

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



# Single Responsibility Principle

Komplexität • Wartbarkeit • Fehleranfälligkeit





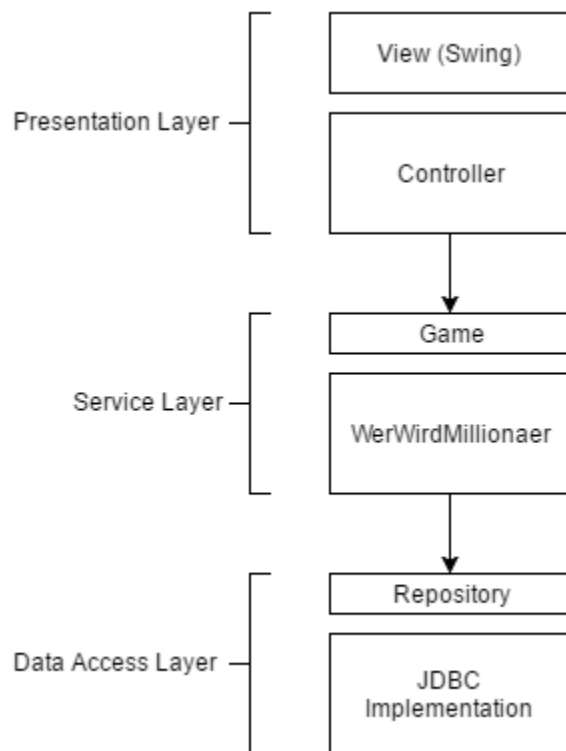
# High Cohesion

Komplexität • Wartbarkeit • Fehleranfälligkeit



# Loose Coupling

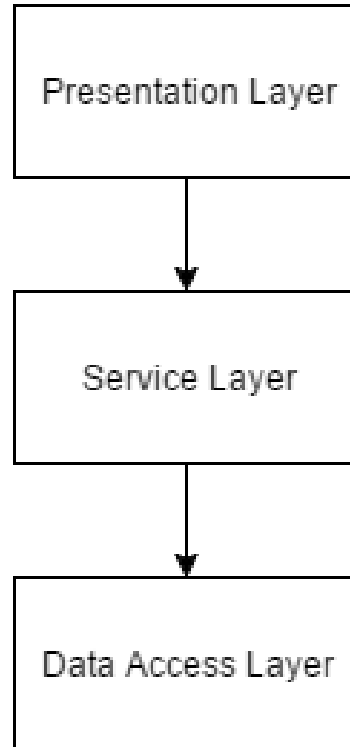
Komplexität • Wartbarkeit • Wiederverwendbarkeit • Testbarkeit





# Separation of Concerns

Komplexität • Wartbarkeit



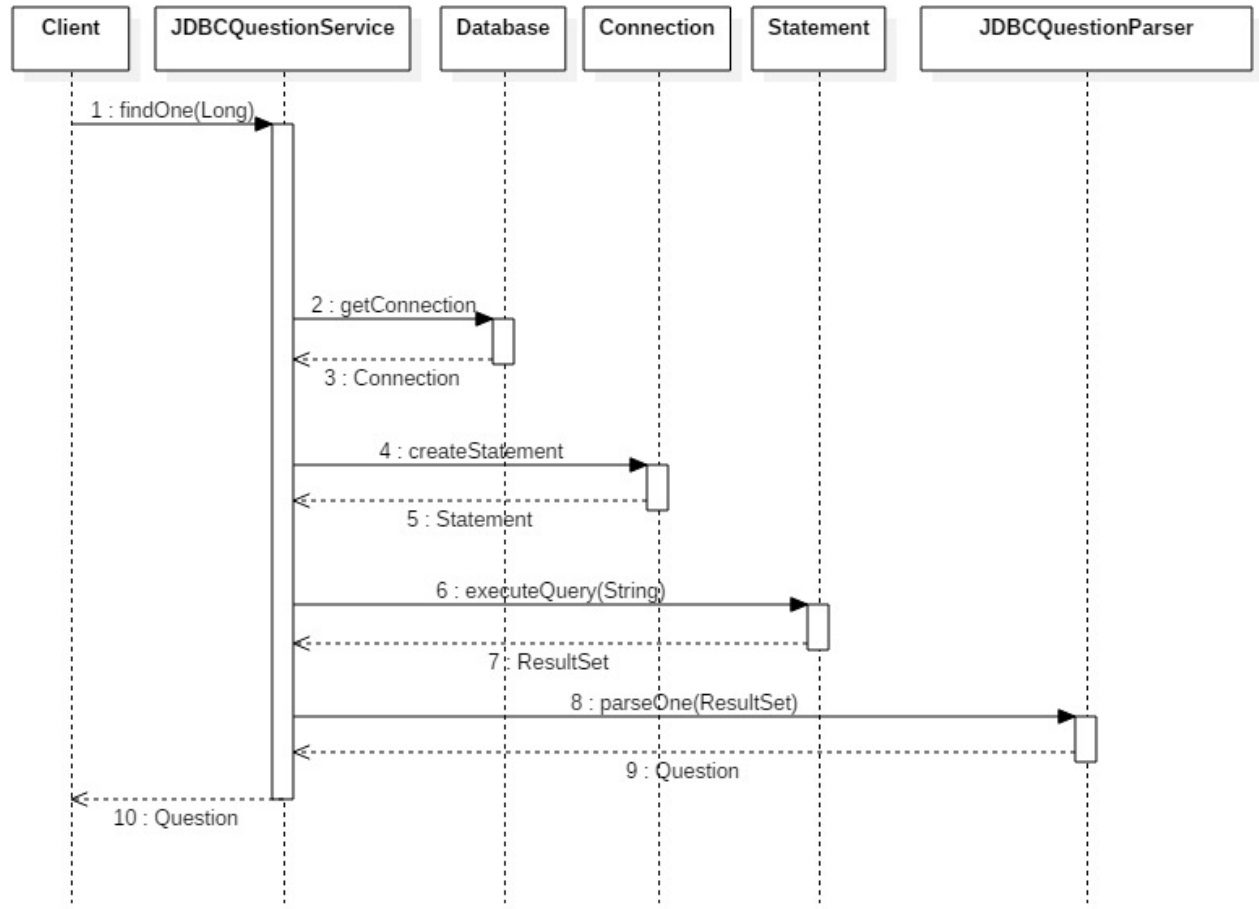
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# Abläufe

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interaction SequenceDiagram1





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# Danke!

*Gibt es Fragen?*





## Credits

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