#### Airport Simulation - Design Patterns Implementation

#### **Resources Used**

This project was developed using the following references:

#### "Design Patterns: Elements of Reusable Object-Oriented Software" (Gamma et al.)

- Provided foundational knowledge on Factory, Observer, and Strategy Patterns.
- Helped structure the implementation based on best practices in object-oriented design.

## "Head First Design Patterns" (Freeman & Freeman)

- Offered practical Java-based examples of the Observer and Strategy Patterns.
- The Strategy Pattern example helped refine the gate allocation switching mechanism in Airport.java.

#### Oracle Java Documentation

- Used for **best practices** in Java class design, interfaces, and exception handling.
- Guided the implementation of abstract classes (Airplane.java) and interfaces (ResourceAllocationStrategy.java).

#### **JUnit 5 Documentation**

- Provided best practices for assertions, exception handling, and unit testing.
- Guided the creation of test cases for AirplaneFactoryTest.java,
   ObserverPatternTest.java, and StrategyPatternTest.java.

#### **Gradle Documentation**

- Assisted in configuring build automation, dependency management, and quality checks.
- Helped resolve initial Gradle wrapper setup issues.

#### **GitHub Actions Documentation**

 Used to configure the CI/CD pipeline, ensuring automatic testing and code quality checks.

#### **Implementation Choices**

The choice of design patterns was based on their suitability for specific aspects of airport operations:

## **Factory Pattern**

- Why Chosen: The Factory Pattern allows flexible and scalable object creation.
- **Adaptation:** Used to create different airplane types dynamically, preventing direct instantiation of subclasses (CommercialAirplane.java, CargoAirplane.java).

#### **Observer Pattern**

- Why Chosen: The event-driven nature of flight status updates aligns well with the Observer Pattern.
- **Adaptation:** Implemented in FlightEvent.java, where multiple control towers (ControlTower.java) receive notifications when flight statuses change.

#### **Strategy Pattern**

- Why Chosen: The Strategy Pattern allows runtime flexibility in how gates are assigned.
- Adaptation: Implemented in Airport.java, allowing gate allocation strategies to be switched dynamically between BasicAllocation.java and PeakHourAllocation.java.

#### **Challenges Faced**

## **Gradle Wrapper Issues**

- **Problem:** Initial Gradle builds failed due to missing wrapper files.
- **Solution:** Regenerated the Gradle wrapper and committed necessary files to the repository.

#### **GitHub Actions Build Errors**

- **Problem:** CI/CD pipeline initially failed due to Checkstyle violations.
- **Solution:** Adjusted Checkstyle configuration and reformatted code to comply with project standards.

#### **Dynamic Strategy Switching**

- **Problem:** Ensuring that the airport could dynamically switch between different gate allocation strategies.
- **Solution:** Implemented a setter method in Airport.java to allow runtime switching of gate allocation strategies.

### **Design Pattern Usage in Code**

#### **Factory Pattern**

- Implemented In: AirplaneFactory.java, CommercialAirplane.java, CargoAirplane.java
- How It Works:
  - Uses a static factory method to create airplane objects dynamically.
  - o Allows new airplane types to be added without modifying existing logic.

#### **Observer Pattern**

- Implemented In: FlightEvent.java, ControlTower.java
- How It Works:
  - FlightEvent acts as the subject, while ControlTower instances are observers.
  - When a flight status changes, all registered control towers receive updates automatically.

## **Strategy Pattern**

- Implemented In: Airport.java, BasicAllocation.java, PeakHourAllocation.java
- How It Works:
  - Defines a common interface ResourceAllocationStrategy.java.
  - o Airport.java allows runtime selection of gate allocation strategies.
  - BasicAllocation.java follows a first-come, first-served model, while PeakHourAllocation.java prioritizes commercial flights.

#### **Screenshots**

## **SpotBugs**

# **SpotBugs** Report

#### **Project Information**

Project: ser316assign5 (spotbugsMain)

SpotBugs version: 4.7.3

#### Code analyzed:

- D:\Documents\school work\ASU\Fall 25\Session A\SER 316\Assignment 5\ser316assign5\build\classes\java\main\airport\Airport.class
- D:\Documents\school work\ASU\Fall 25\Session A\SER 316\Assignment 5\ser316assign5\build\classes\java\main\factory\Airplane.class
- D:\Documents\school work\ASU\Fall 25\Session A\SER 316\Assignment 5\ser316assign5\build\classes\java\main\factory\AirplaneFactory.class
- D:\Documents\school work\ASU\Fall 25\Session A\SER 316\Assignment 5\ser316assign5\build\classes\java\main\factory\CargoAirplane.class
- D:\Documents\school work\ASU\Fall 25\Session A\SER 316\Assignment 5\ser316assign5\build\classes\java\main\factory\CommercialAirplane.class
- D:\Documents\school work\ASU\Fall 25\Session A\SER 316\Assignment 5\ser316assign5\build\classes\java\main\Main.class
- D:\Documents\school work\ASU\Fall 25\Session A\SER 316\Assignment 5\ser316assign5\build\classes\java\main\observer\ControlTower.class
- D:\Documents\school work\ASU\Fall 25\Session A\SER 316\Assignment 5\ser316assign5\build\classes\java\main\observer\FlightEvent.class
- D:/Documents/school work/ASU/Fall 25/Session A/SER 316/Assignment 5/ser316assign5/build/classes/java/main/observer/FlightObserver.class
- D:\Documents\school work\ASU\Fall 25\Session A\SER 316\Assignment 5\ser316assign5\build\classes\java\main\strategy\BasicAllocation.class
- D:\Documents\school work\ASU\Fall 25\Session A\SER 316\Assignment 5\ser316assign5\build\classes\java\main\strategy\PeakHourAllocation.class
- D: Documents\school work\ASU\Fall 25\Session A\SER 316\Assignment 5\ser316assign5\build\classes\java\main\strategy\ResourceAllocationStrategy.class

#### Metrics

133 lines of code analyzed, in 12 classes, in 5 packages.

Metric	Total	Density*
High Priority Warnings		0.00
Medium Priority Warnings		0.00
Total Warnings	0	0.00

<sup>(\*</sup> Defects per Thousand lines of non-commenting source statements)

#### **Contents**

Details

## **Summary**

Warning Type	Number
Total	0

## Warnings

Click on a warning row to see full context information.

### **Details**

## Checkstyle

CheckStyle Audit
Designed for use with CheckS

## JUnit Test Execution

# **Test Summary**



100% successful

Packages	Classes					
Package	Tests	Failures	Ignored	Duration	Success rate	
<u>factory</u>	3	0	0	0.021s	100%	
observer	3	0	0	0.010s	100%	
strategy	3	0	0	0.007s	100%	
<u>test</u>	6	0	0	0.006s	100%	

## JaCoCo Code Coverage

➡ ser316assign5

## ser316assign5

Element +	Missed Instructions	Cov. \$	Missed Branches	Cov. \$	Missed \$	Cxty \$	Missed	Lines	Missed	Methods \$	Missed \$	Classes
# factory		62%		100%	5	12	7	22	5	10	0	4
observer		100%		100%	0	8	0	20	0	7	0	2
# strategy		100%		100%	0	5	0	8	0	4	0	2
airport <u>airport</u>		100%		n/a	0	3	0	7	0	3	0	1
Total	29 of 183	84%	0 of 8	100%	5	28	7	57	5	24	0	9

# GitHub Repo

mlowber/ser316assign5: Private repo for SER316 Assignment 5a + 5b

Screencast Recording Link

https://youtu.be/VpOd278bjFw