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 |

^{(*} 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 CheckStyle

Summary
Files
0
0

Files

Name
D. Choomenthischool work/ASUFall 25Session ASER 316/Assignment Steat 156assign/Durcmatriseval/attront/Jennet Java
D. Documenthischool work/ASUFall 25Session ASER 316/Assignment Steat 156assign/Durcmatriseval/attront/Jennet Java
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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% | | |
| test | 6 | 0 | 0 | 0.006s | 100% | | |

JaCoCo Code Coverage

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| 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 |