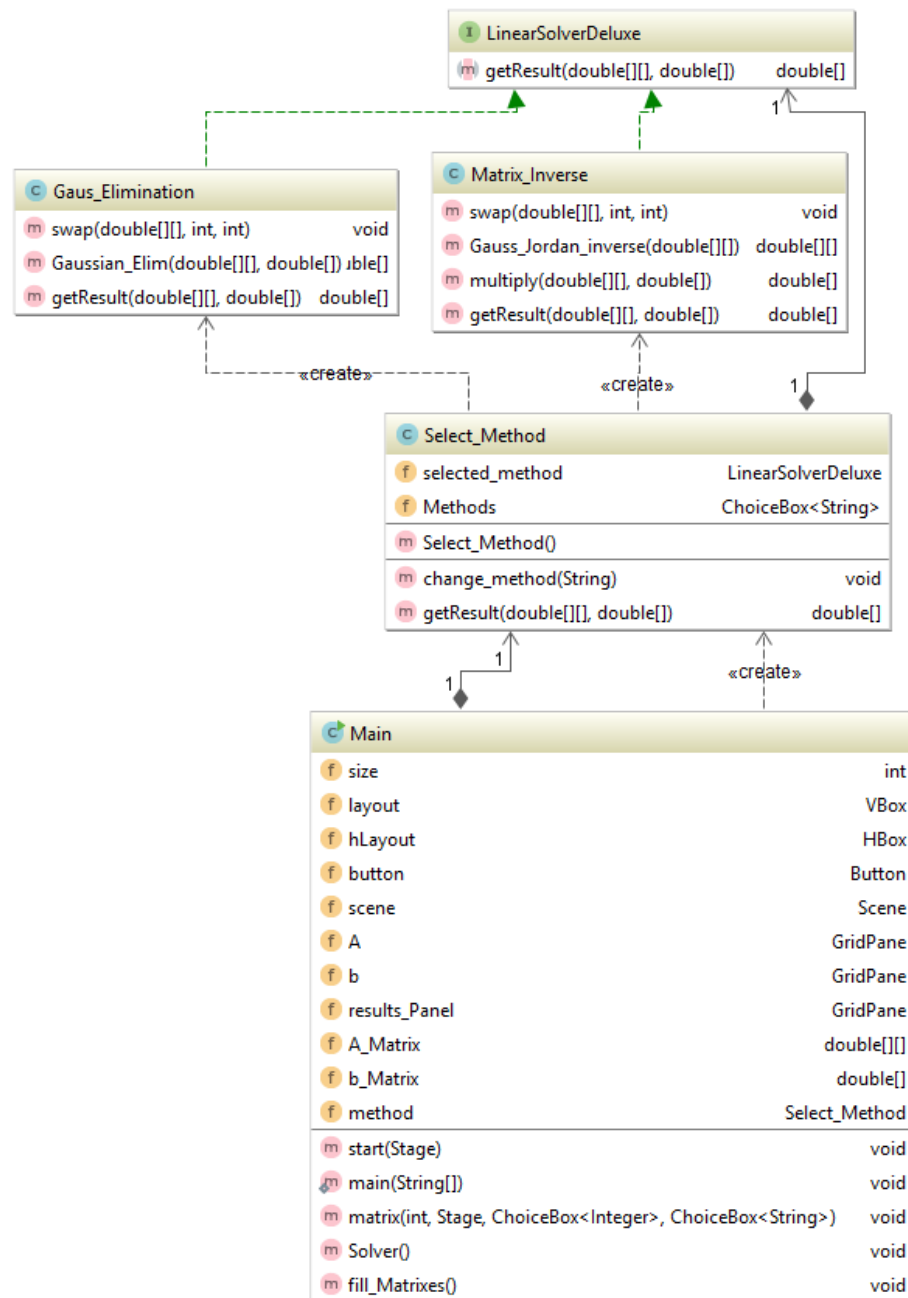


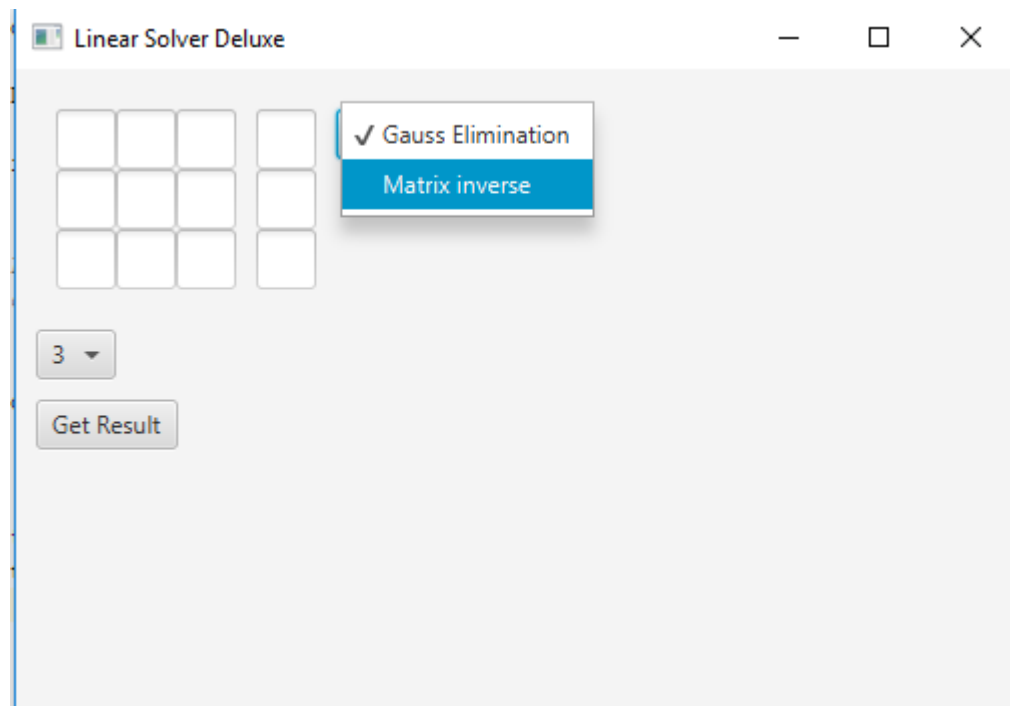
1- UML Diagram



Select_Method class is the only class we have maintain.

I have implemented Gauss-Jordan method of inverse matrix for matrix inverse method. Rest is pretty self explanatory.

You can see the inverse of a given matrix as printed in the terminal if Matrix inverse method is chosen.



Calculation method can be dynamically changed by Choicebox.

```
public class Select_Method {

    private LinearSolverDeluxe selected_method;

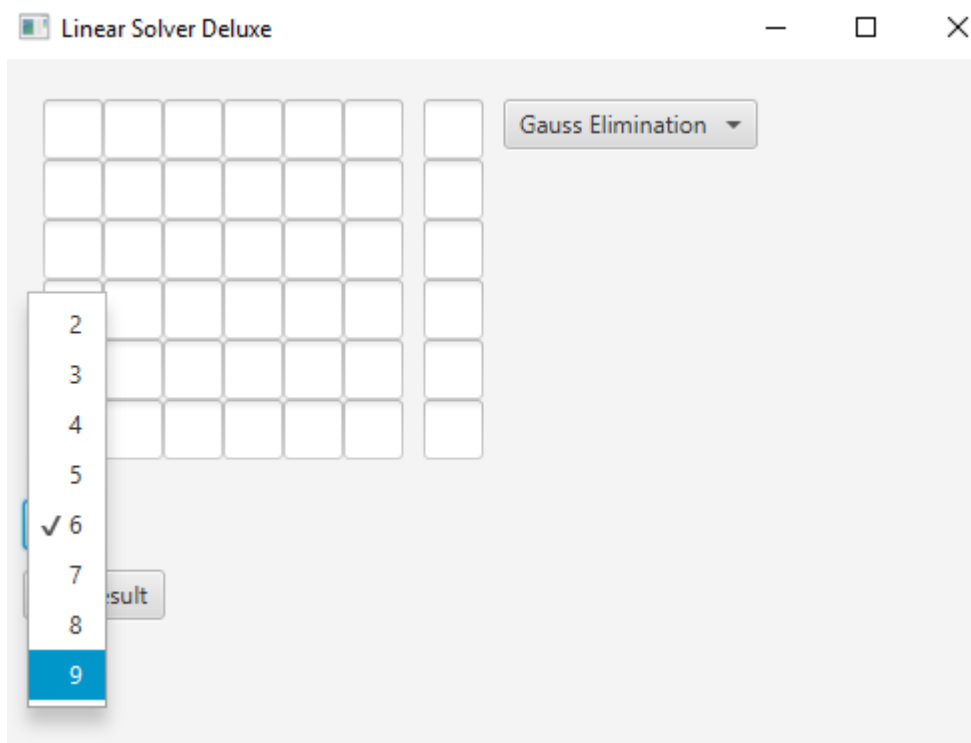
    public ChoiceBox<String> Methods;

    /**
     * Constructor. ChoiceBox is initialised here and filled with possible choices.
     * A listener is also activated for changes in the choicebox.
     */
    Select_Method() {
        Methods = new ChoiceBox<>();
        Methods.getItems().add("Gauss Elimination");
        Methods.getItems().add("Matrix inverse");
        Methods.setValue("Gauss Elimination");
        change_method(Methods.getValue());
        Methods.getSelectionModel().selectedItemProperty().addListener((v, oldValue, newValue) -> change_method(newValue));
    }

    /**
     *
     * @param newValue
     * String comes from choice box. It contains choices like inverse matrix method or gaussian
     * elimination. Every change triggers this function and newValue is the new choice of method.
     */
    private void change_method(String newValue) {
        if (newValue.equals("Gauss Elimination")) {
            selected_method = new Gaus_Elimination();
        }

        if (newValue.equals("Matrix inverse")) {
            selected_method = new Matrix_Inverse();
        }
    }
}
```

If we need to add a new method of calculation all we have to do is to update Choicebox object and change_method() function. We don't have to touch anywhere else. Of course new method has to implement LinearSolverDeluxe interface.

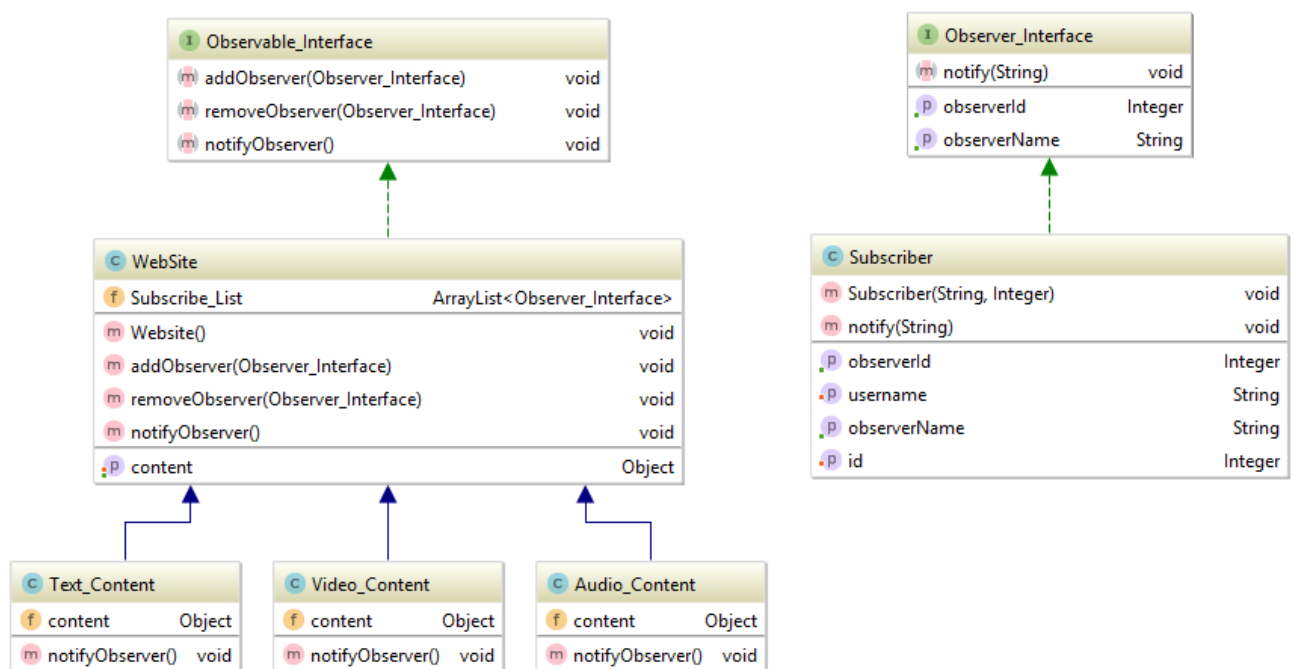


Input matrix can also be changed dynamically. It can be bigger but 9 seemed big enough.

Result is left to right x,y,z.

This how an equation is applied. Click Get Result button to get the answer.

2-)



To keep subscriber away from unwanted type of content we have inherited 3 type of class from Website class. Each is for a type of content. If we get a new type of content, we can inherit Website class and implement `notifyObserver()` method.

I have implemented an Observer design. Website is Observed, subscribers are Observers. Both have been implemented from interfaces of those names.

`notifyObserver()` method is there to reach the Observers `notify()` method and send a message to all Observers.

Same with `addObserver` and `removeObserver` methods. Observable classes hold the Observers information. Observer classes have to have a username and id because of that reason. When there is something new, we use these information to notify all Observers.

We could have just have subscriber objects ping the server regularly but that would be very costly. More subscribers means more cost. But with this design, the amount of subscribers almost means nothing. That way we don't have to stress the servers.