

# Build Systems and Development Tools

July 24, 2017

# Review Quiz

# Which is **not** a good reason for using application patterns?

- A. Common application patterns make it easier for newcomers to understand your application's code
- B. Common application patterns help you avoid pitfalls previous developers have encountered
- C. Common application patterns make it easier to use tools without a large amount of special configuration
- D. Common application patterns increase the speed of your application without special compiler changes

# Which is true in the MVC pattern?

- A. Models talk to Views
- B. Views handle the initial requests
- C. Views talk to Controllers
- D. Controllers intermediate between Views and Models

# What is the role of **models** in the MVC application pattern?

- A. To handle the request to your application
- B. To handle the data interacted with in your application
- C. To handle the presentation / client-facing responses in an application
- D. Models are (generally) not used in the MVC pattern

# What is the role of **views** in the MVC application pattern?

- A. To handle the request to your application
- B. To handle the data interacted with in your application
- C. To handle the presentation / client-facing responses in an application
- D. Views are (generally) not used in the MVC pattern

# What is the role of **controllers** in the MVC application pattern?

- A. To handle the request to your application
- B. To handle the data interacted with in your application
- C. To handle the presentation / client-facing responses in an application
- D. Controllers are (generally) not used in the MVC pattern

Done!



# Final Project

# Progress?

- A. I have not decided on a project yet
- B. I have started planning my contribution, but haven't written any code yet
- C. I have started writing code, but its not complete
- D. I have completed the code part of the project

# Maven

# Application Design Patterns

- MVC
  - Pattern for structuring the logic of code
- Build systems
  - Patterns for code on disk

# Application Design Patterns

- Any organization is better than none
- Common organization patterns reducing "learning" time
- Some patterns steer you away from problems

# Pattern Areas

- Structuring your code
- Building your app
- Dependencies
- Running tests
- Building documentation
- Distributing the code

# Tools in Java for Patterns

- Ant
- Gradle
- Maven

MVN demo



