Excercise 1:

Details:

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Project description:

The project divided to 3 modules:

\* **ConsoleUI** – In charge of all the prints in the project, uses DTO engine and after it gets user’s input (XML file and other simulation run), with help from System interface, prints out desired information.

\* **DTO** – Whenever the consoleUI needs to print details from the SystemInterface, the module runs over the specific details and returns to the consoleUI the needed information. Then, the consoleUI can print the right information without changing the source.

\* **SystemInterface** – Holds all the functions that the user willing to execute and running the whole related simulation.

Classes explanations:

\* **ConsoleUI**: FunctionUI – prints out all the main process.

\* **DTO** – Divided to several DTO details and holds details only. Each class has only “getter” methods, so the console would be able to print it to the user.

\* **SystemInterface**:

Definitions: Holds the definition of each entity, environment, property etc..

World: Holds the details of each entity, environment, property to be used in the simulation.

Execution: Holds all the instances of the running simulation (already have values) and context.

Simulation: Holds information of each simulation (world, id, date…)