

Group 17 – Software Design Project Weekly Report for Week 47

In the beginning of the third week of our project, we had a meeting with our supervisor to clear some doubts we had regarding the expectations for the User Story 2 and to discuss our preliminary design for our intended solution. Following this, we have reviewed our design according to the feedback we received from our supervisor.

In accordance with our research of possible solutions for implementing the User Story 2, we decided that we can implement Shunting-Yard Algorithm for the processing of the rules containing logic operations.

We started our implementation by first refactoring some of the classes from our solution to the previous user story. An example for these refactoring was the changing of the jar loading GUI to a text file loading GUI.

Following this, we implemented the new classes required to parse the policy text files containing the rules that will be uploaded by the developer; and the classes required to turn the parsed text statements into to Java predicates, which will be finally stored as rule objects.

After the completion of the implementation of the required classes to fulfill the functionalities demanded for the User Story 2, we proceeded by implementing the unit tests and prepared multiple test scenarios.

We believe that, we will be signing off the User Story 2 next week and start working on a new project.