VU Software Engineering 2

DEAD

Personal data:

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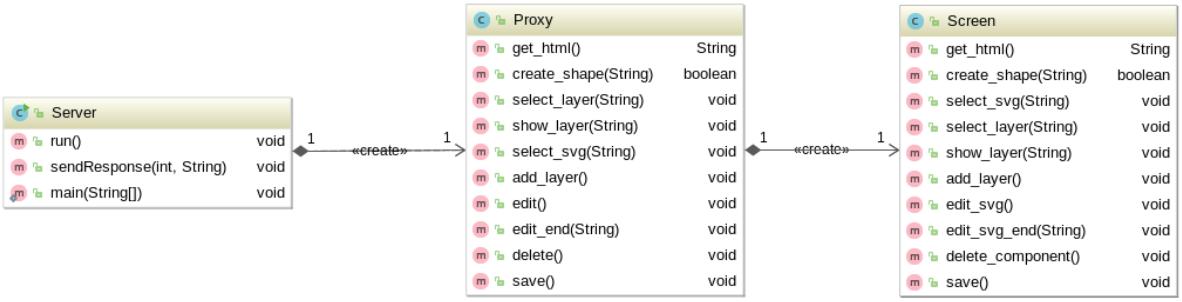
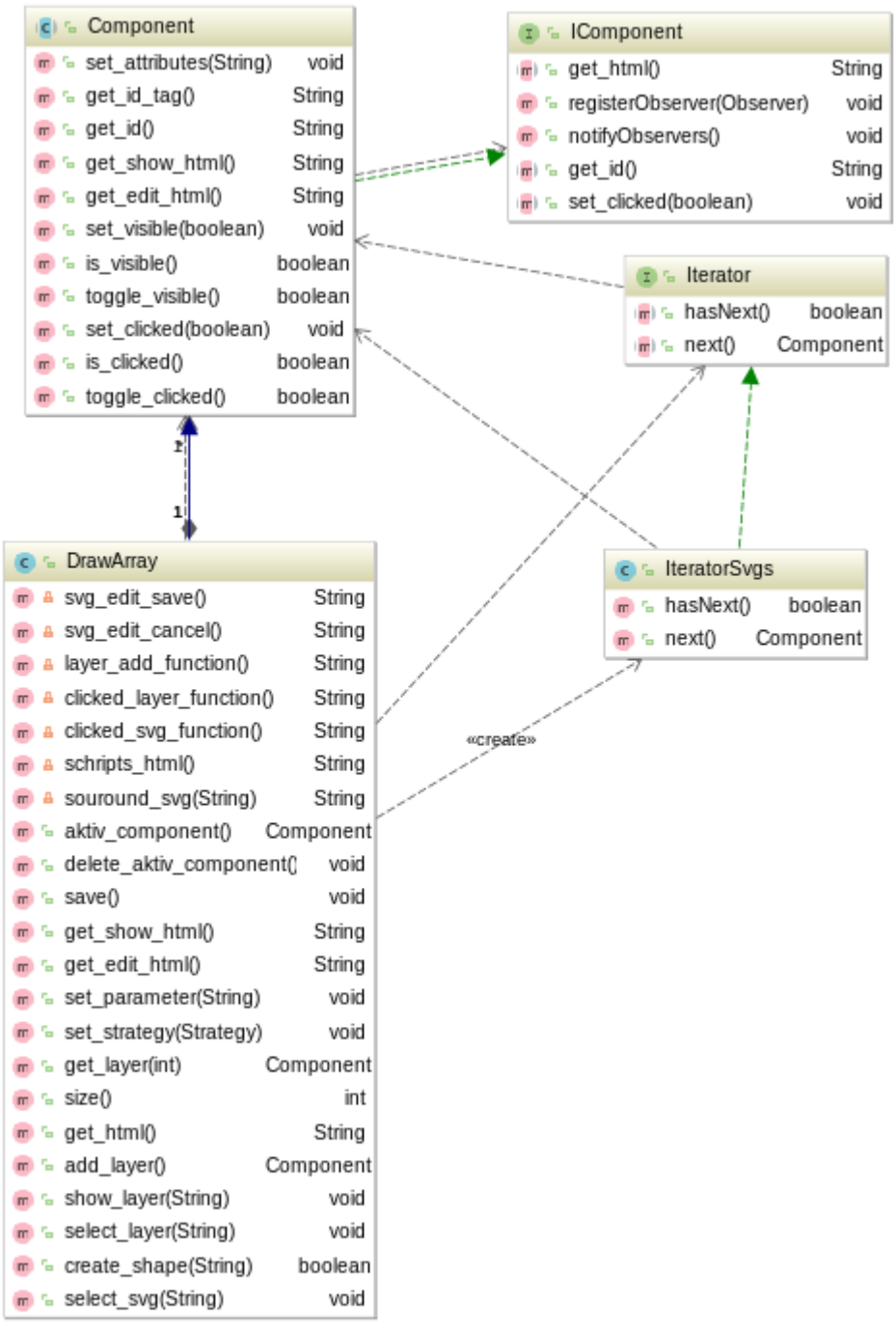
Design patterns

~~discussing where the required design patterns occur in your solution. Discuss at least one occurrence for each required design pattern in the code in detail. Support the decision to use a specific pattern with compelling arguments. Create UML diagrams to illustrate how the patterns have been applied.~~

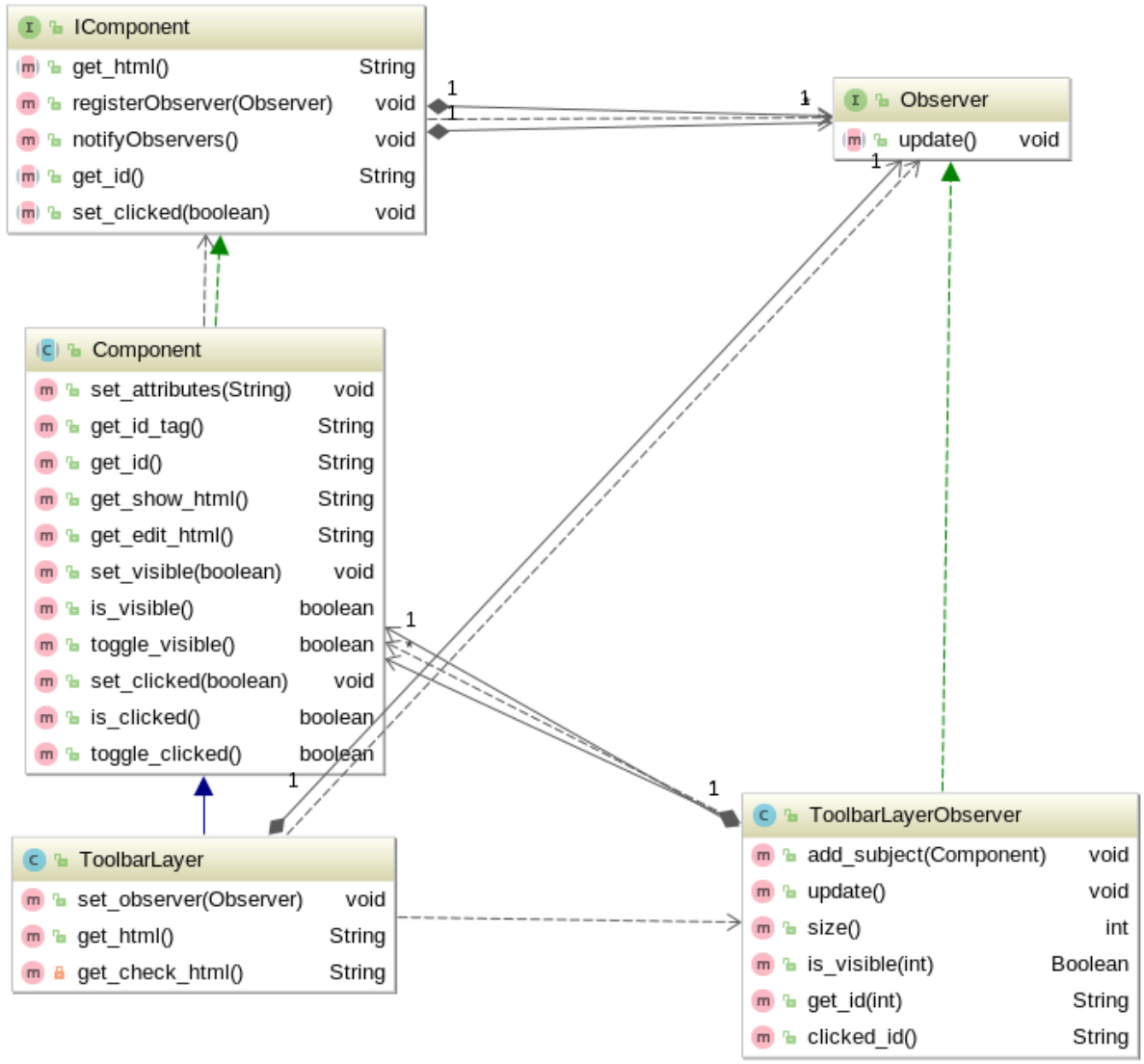
• Proxy Pattern



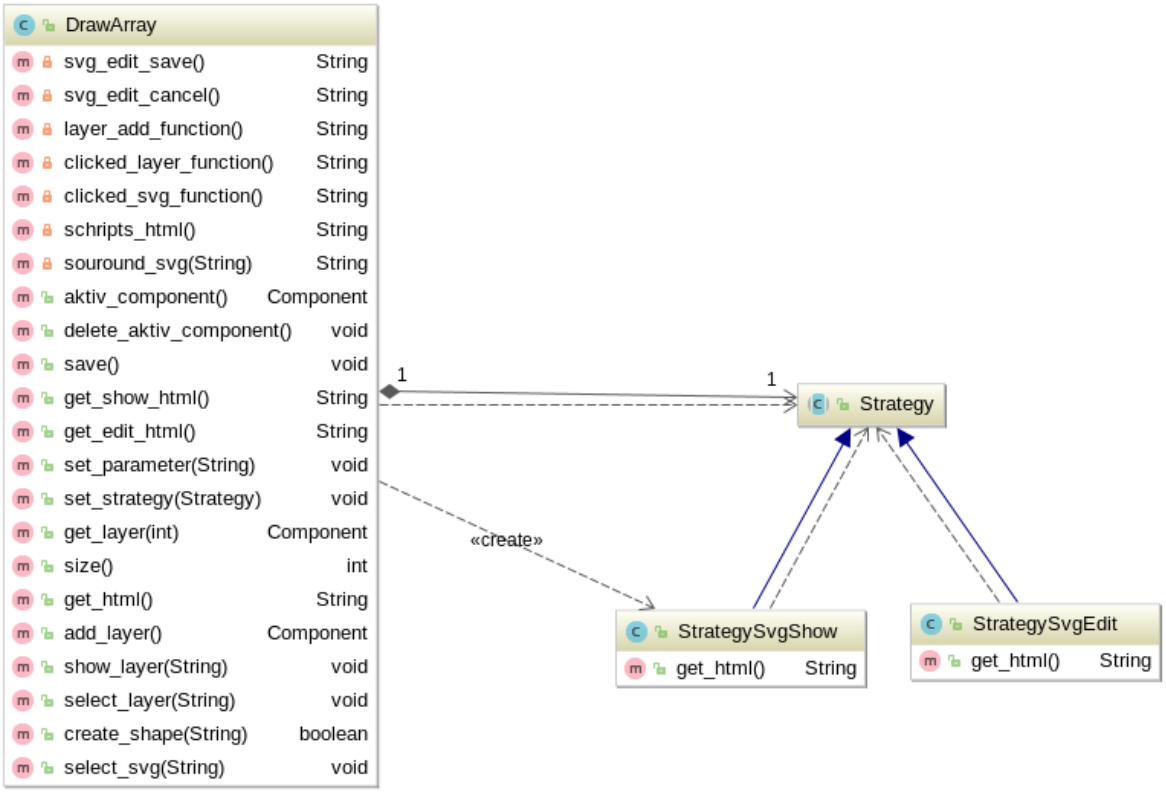
• Iterator Pattern



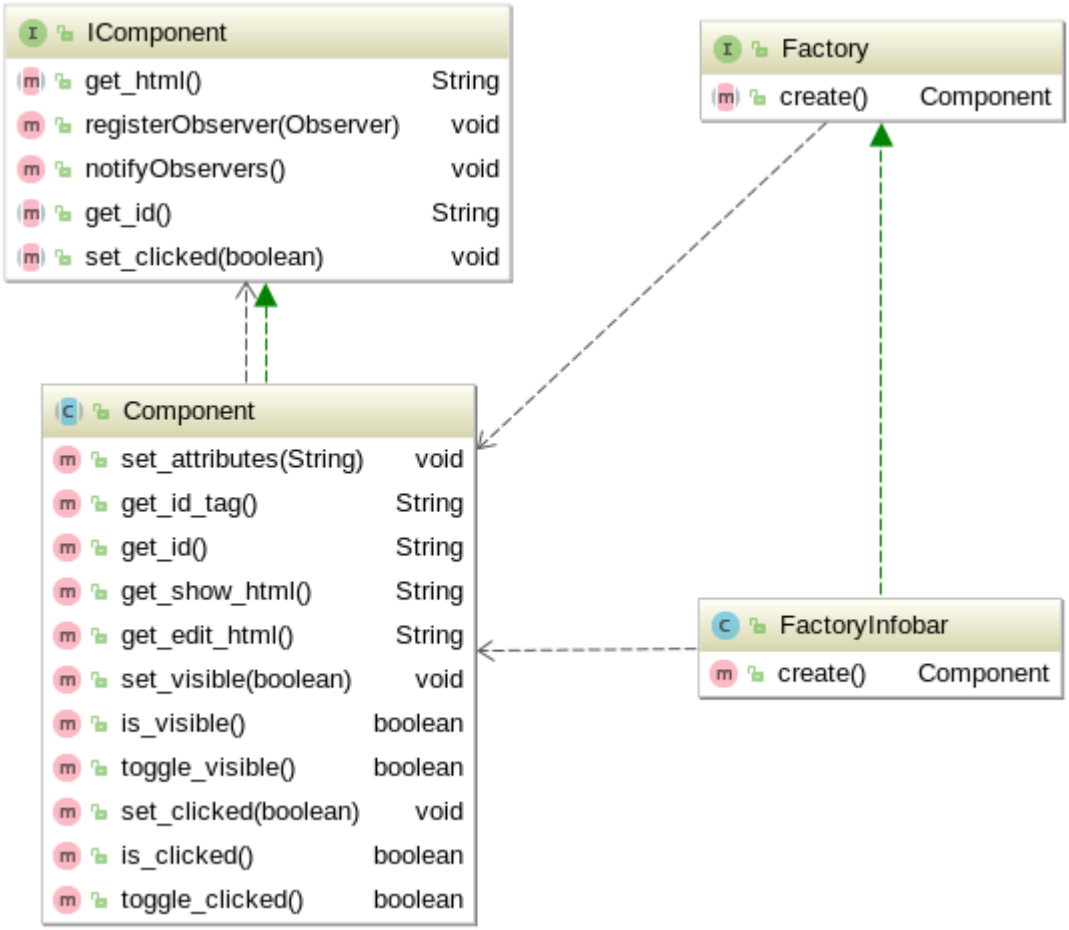
• Observer Pattern



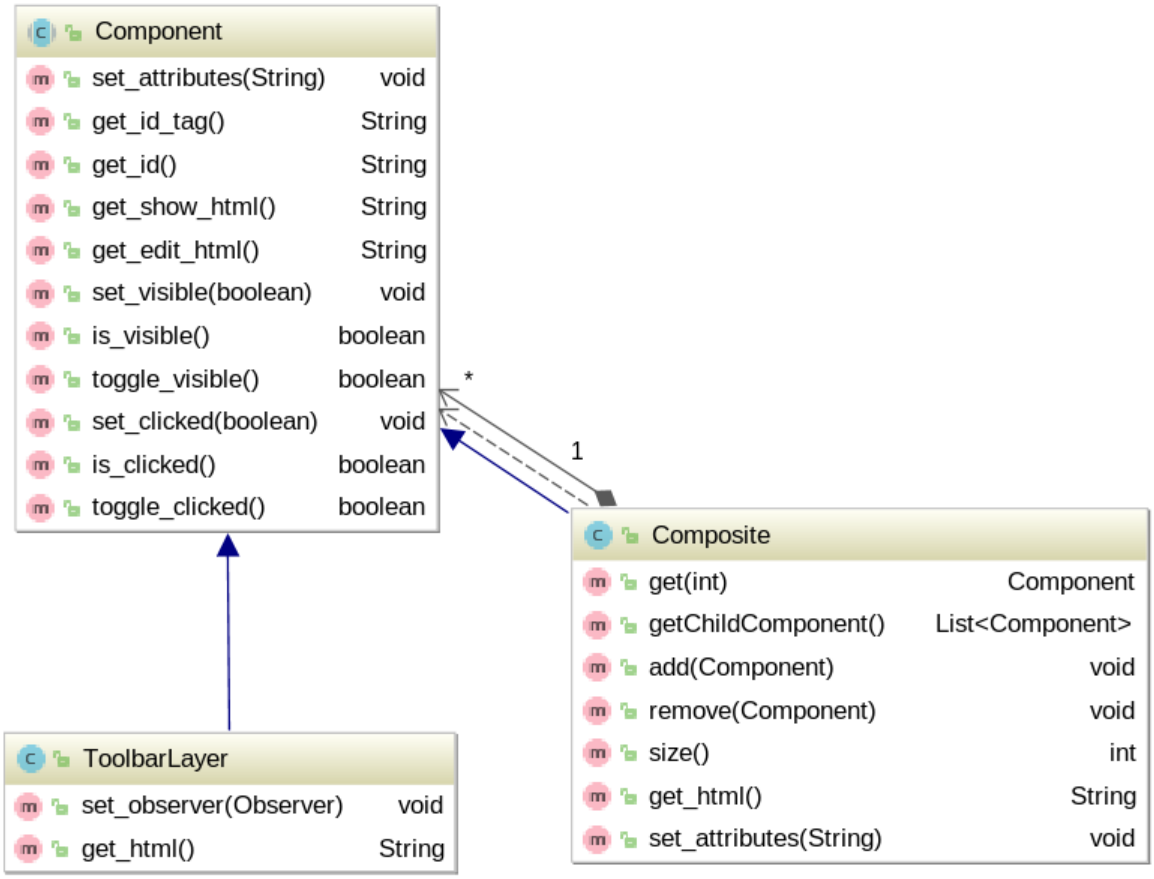
• Strategy Pattern



• Factory Method Pattern



• Composite Pattern



Coding practices

~~describing how and to what extent you have consid- ered coding practices. Discuss and show examples from your code.~~

Defensive programming

~~about how and to what extent you have considered defensive programming. Discuss and show examples from your code.~~

Code metrics

~~of your final implementation, covering the same code metric requirements as in SUPD. Include also a discussion on code bugs found, and their resolution.~~

Team contribution

Design: Bareis
Basic Implementation: Bareis

Functional Requirements (FRs)

FR1

• lines	Bareis
• circles	Bareis
• ellipses	Bareis
• triangles	Bareis
• quadrangles	Bareis
• n-gons	Bareis
• stars	Bareis
• text	Bareis

FR2

• addition	Bareis
• deletion	Schmon
• editing	Bareis
• movement	(Bareis over editing)

FR3
Bareis

FR4
Schmon

Quality Requirements (QRs)

QR1
QR2
QR3
QR4
QR5
QR6
QR7:

• Observer Pattern	ToolbarLayerObserver	Bareis
• Strategy Pattern	StrategySvgEdit	Bareis
	StrategySvgShow	Bareis
• Iterator Pattern	IteratorLayer (not used)	Bareis
	IteratorSvgs	Bareis
• Composite Pattern	for Screen	Bareis
• Proxy Pattern	Proxy for HTML	Bareis
• Abstract Factory Pattern	ColorAbstractFactory	
	ColorDraw	
	Color	
	DrawAbstractFactory	
	DefaultAbstractFactory	
• Factory Method Pattern	FactoryDrawArray	Bareis
	FactoryInfobar	Bareis

	FactoryLayer	Bareis
	FactoryMenubar	Bareis
	FactoryToolbar	Bareis
	FactoryToolbarLayer	Bareis
	FactoryToolbarOperation	Bareis
• Decorator Pattern	Format	
	DecoratorFileSVG	
	PlainFormat	
	LightDesign	
	DarkDesign	

QR8
QR9

HowTo

~~- documenting how the application is to be launched, initialized, and tested.~~