

VU Software Engineering 2

DEAD

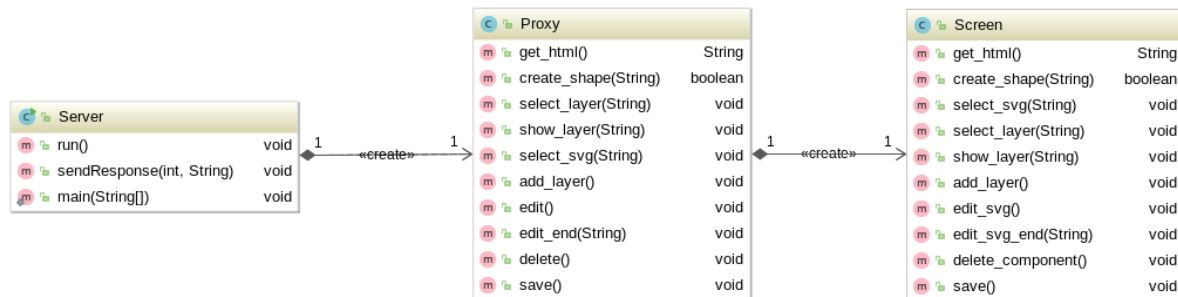
Personal data:

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Date:	Januar 2019

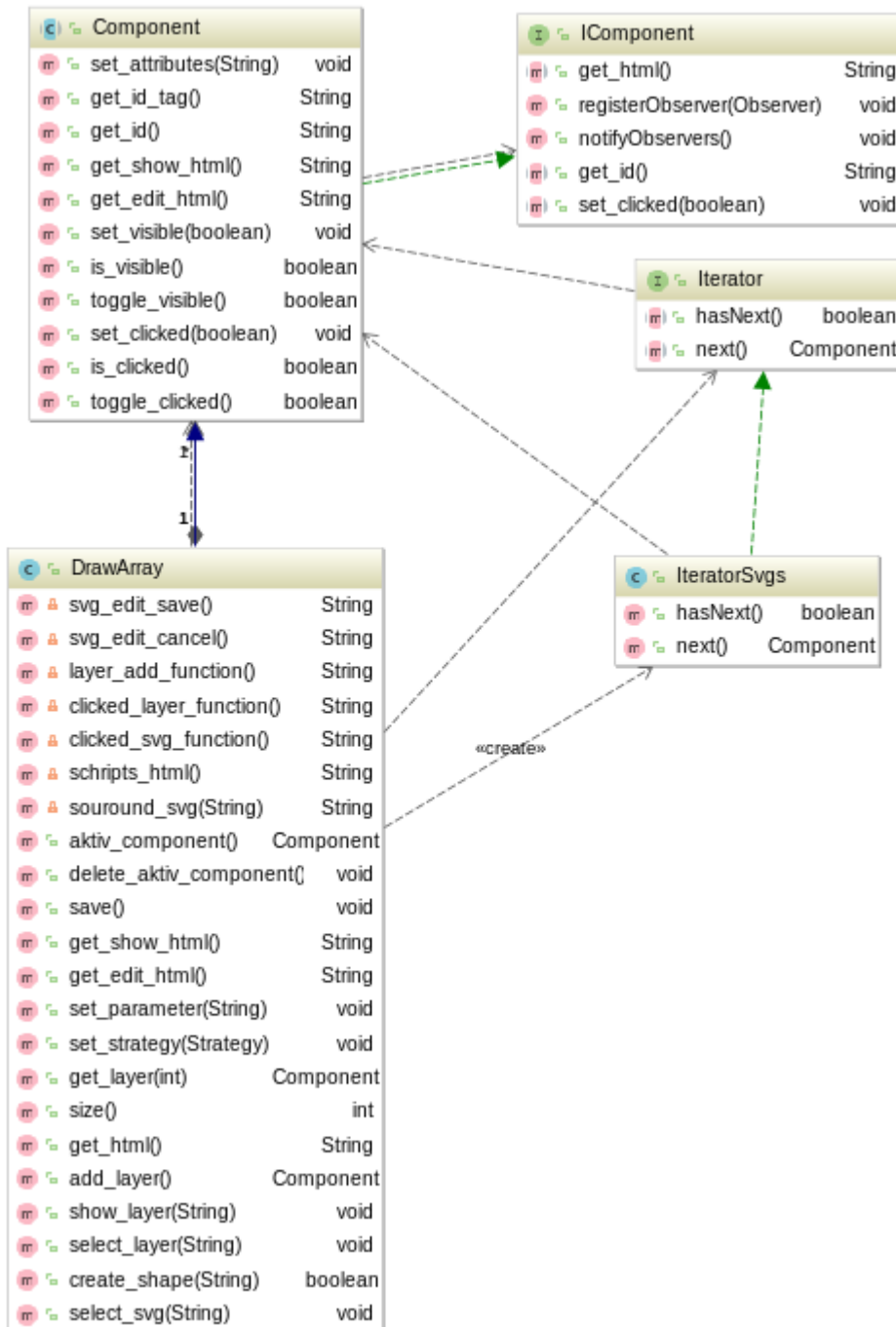
Design patterns

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.

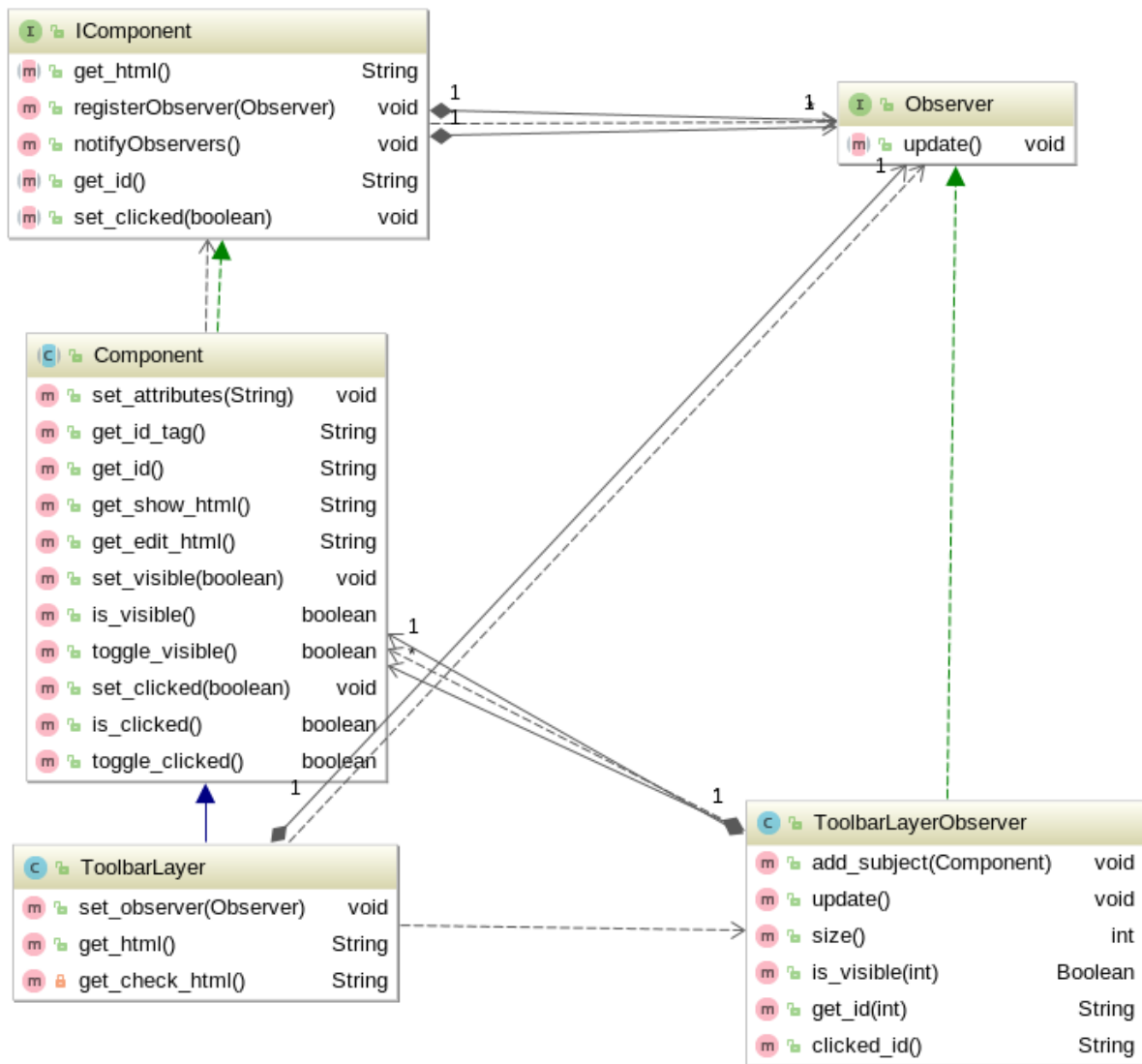
• Proxy Pattern



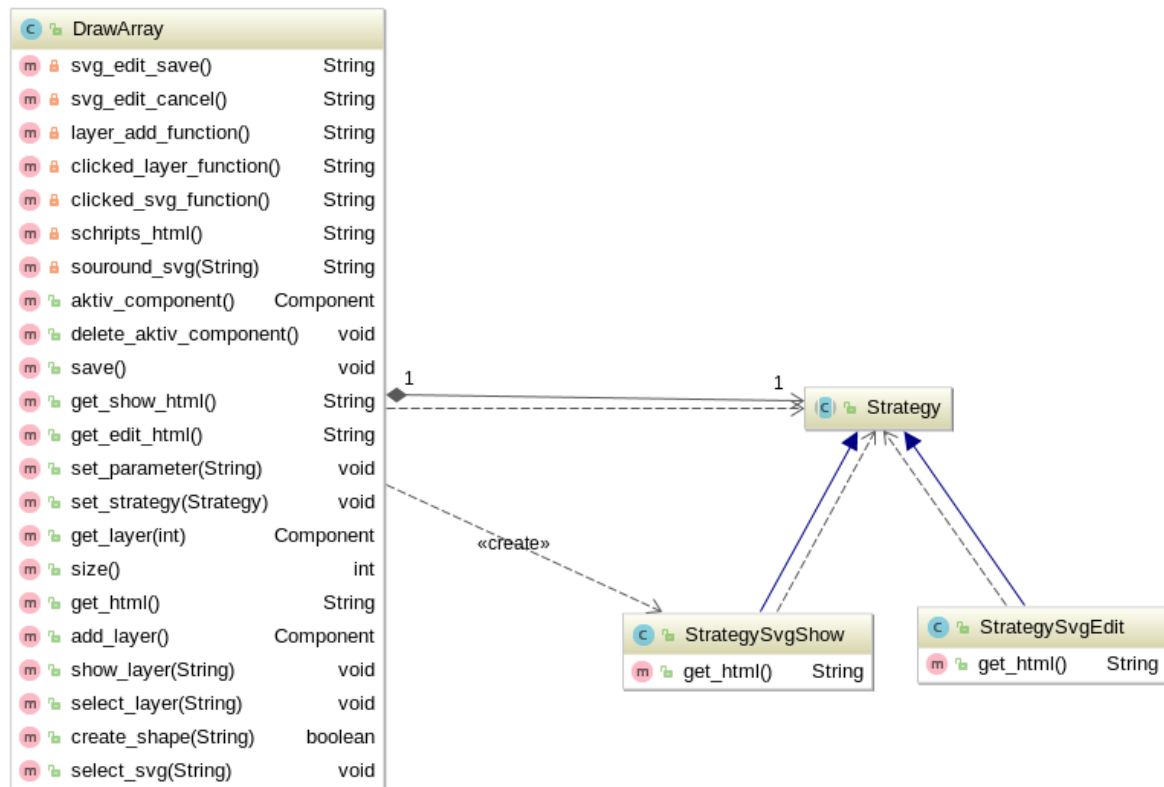
- Iterator Pattern



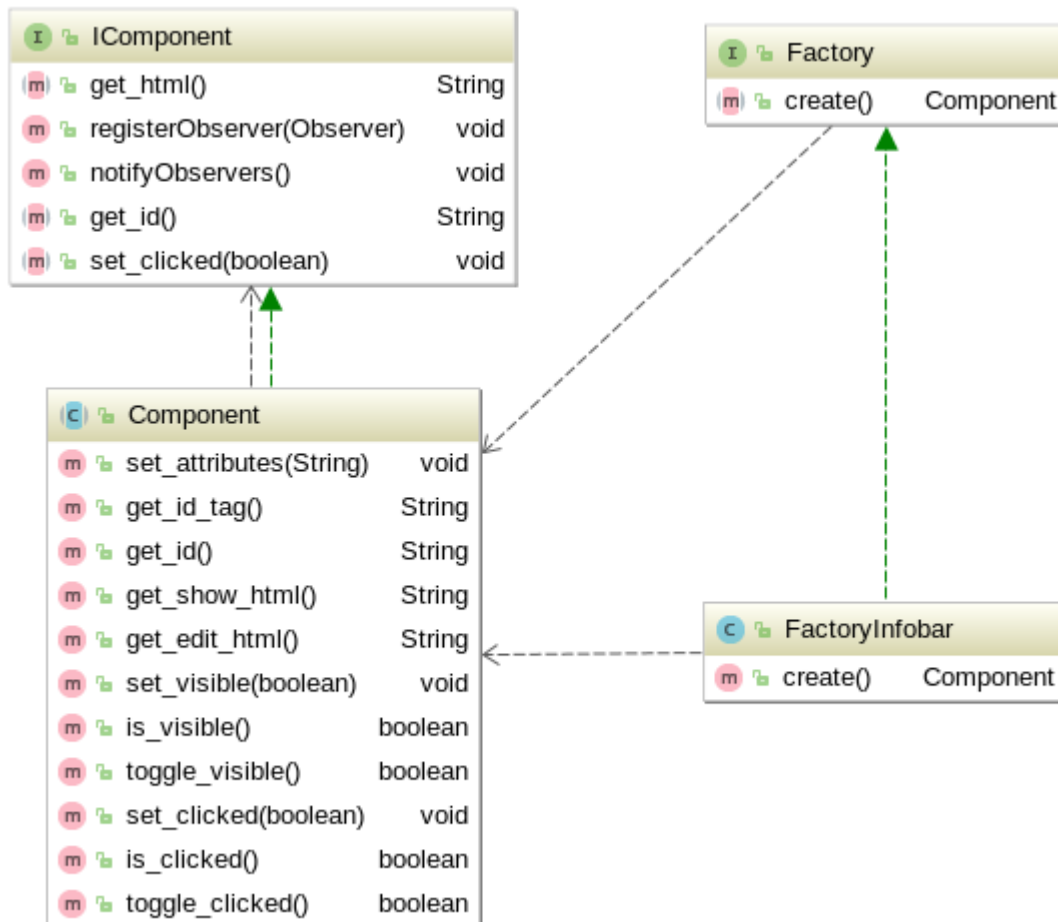
• Observer Pattern



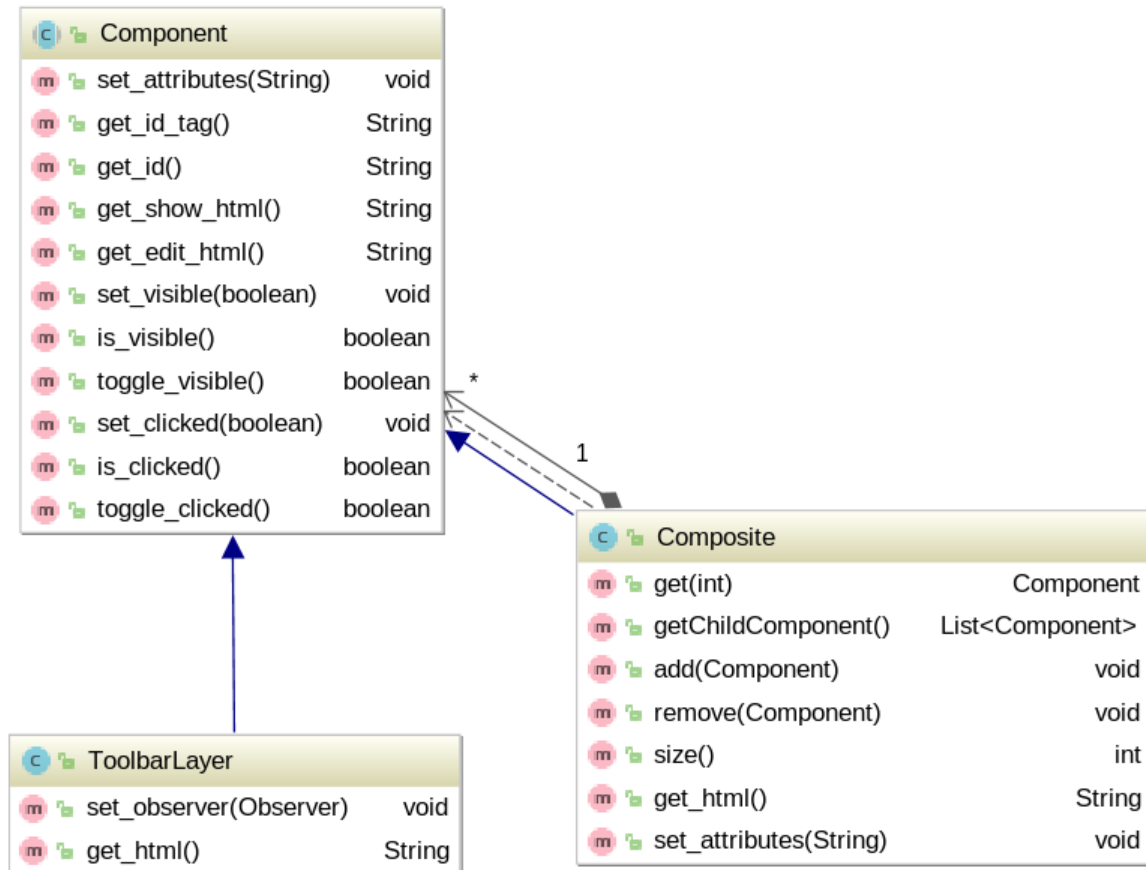
• Strategy Pattern



• Factory Method Pattern



- Composite Pattern



Coding practices

~~describing how and to what extent you have considered 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 |

- Decorator Pattern
 - FactoryToolbarOperation
 - Format
 - DecoratorFileSVG
 - PlainFormat
 - LightDesign
 - DarkDesign

QR8

QR9

HowTo

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