

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.~~

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 |
| | FactoryToolbarOperation | Bareis |
| • Decorator Pattern | Format | |
| | DecoratorFileSVG | |
| | PlainFormat | |
| | LightDesign | |
| | DarkDesign | |

QR8

QR9

HowTo

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