

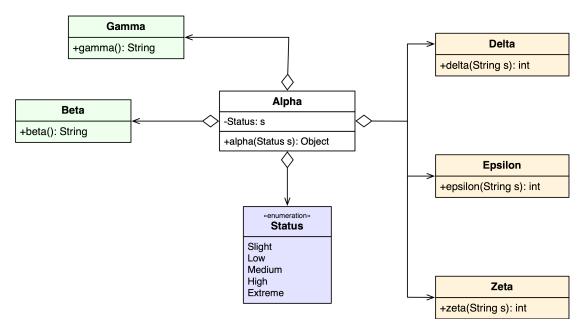
GALWAY-MAYO INSTITUTE OF TECHNOLOGY

Department of Computer Science & Applied Physics

Advanced Object-Oriented Design Principles & Patterns (2020) ASSESSMENT I

Note: This assessment constitutes 25% of the total marks for this module.

The following UML diagram shows a suite of classes in an application:



- The method *alpha()* returns an instance of *Object* based on a *Status* and *DayOfWeek*.
- Either of the classes *Beta* and *Gamma* can be used to handle a *Status* of *Slight*, *Low* or *Medium* and there are many other potential related types than can handle similar requests.
- Depending on the *DayOfWeek* the remaining enumerations of *Status* are handled by instances of *Delta*, *Zeta* and *Epsilon* and an unbounded number of related types. *Delta*, *Zeta* and *Epsilon* can be orchestrated together to create complex types.

You are required to provide a *redesign and refactoring* of the classes above that provides maximum reusability, extensibility and eliminates as many dependencies as possible in the class *Alpha*. You are free to change any of the classes in any way you wish, including renaming, changing method signatures and deriving new types. Any new classes or class names should be taken from the set {Eta, Theta, Iota, Kappa, Lambda, Omicron, Sigma, Omega}. You must implement your design as a set of Java classes and *document your rationale in no more than* 300 words in a README file and a UML class diagram. You should also document your rationale for the design of each class in JavaDoc comments after the package statement.

Note that there is no single "correct" answer to this assessment – there are many possible solutions, all with their advantages and drawbacks. Any design patterns that may apply should already exist in the problem. State any **assumptions or known issues** relating to your design in comments at the top of your classes or in the README file.

INSTRUCTIONS FOR SUBMITTING YOUR WORK

Please **read the following carefully** and pay particular attention to the files that you are required to submit and those that you should not include with your work:

- The sumbission must be uploaded to Moodle by midnight on Sunday 8thNovember 2020
- A **set of stubs** for the classes in the UML diagram is available on Moodle.
- Use the module name **gmit.software** and the package name **ie.gmit.sw**.
- Instrument all methods with some minimal functionality or with *System.out.println()* statements. Note that the **focus of this assignment is on design, not on robustness**. Do not waste your time implementing features and functionality that are not needed.
- The project must be submitted as a Zip archive (not a 7z, rar or WinRar file) using the Moodle upload utility. You can find the area to upload the project under the "Upload Assessment 1 (25%)" link on Moodle. Only the contents of the submitted Zip will be considered. Do not add comments to the Moodle assignment upload form.
- The name of the Zip archive should be $\langle id \rangle$.zip where $\langle id \rangle$ is your GMIT student number.
- The Zip archive should have the structure shown below. Do NOT submit the assignment as an Eclipse project.

Marks	Component	Category
40	src	A directory that contains the packaged source code for your work.
30	README.pdf	A PDF file detailing the main features of your application in no more
		than 300 words. All features and their design rationale must be
		fully documented. You should consider also including the UML class
		diagram in this document to help explain your design clearly.
10	design.png	A UML class diagram of your API design. The UML diagram should
		only show the relationships between the key classes in your design. Do
		not show private methods or attributes in your class diagram. You can
		create high quality UML diagrams online at www.draw.io.
10	docs	A directory containing the JavaDocs for your application. You can
		generate JavaDocs with the following command from inside the "src"
		folder of the Eclipse project:
		javadoc -d [path to javadoc destination directory] ie.gmit.sw
		Make sure that you read the JavaDoc tutorial provided on Moodle and
		comment your source code correctly using the JavaDoc standard.