Aufgabe 03a_Code2UML

Draw an UML class diagram of the RPNCalculator assignment (A1c). Do not use any software tool; draw it by hand. Pay attention to constructors, method parameters/return types, visibility.

Submission: 1) bring your drawing to the next meeting AND 2) upload a photo to the git-repository

Aufgabe 03b_UML2Code

Turn the UML class diagram on page 2 into C# code. Try to figure out the intended function bodies wherever possible. Where you cannot read my handwriting, make assumptions ;-)

Aufgabe 03c_Proxy (OPTIONAL, but HIGHLY APPRECIATED)

Read the chapter about the Proxy pattern in [1].

Complete the Proxy pattern program that we started in the lecture.

The program shall load an image from a remote location (performed in a background thread).

During the loading process, a temporary image (located in a local directory) shall be displayed.

As soon as the remote image is available, it replaces the temporary image. The overall architecture as well as useful code snippets are available here: http://student.cosy.sbg.ac.at/~anaderli/fh/
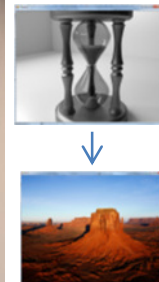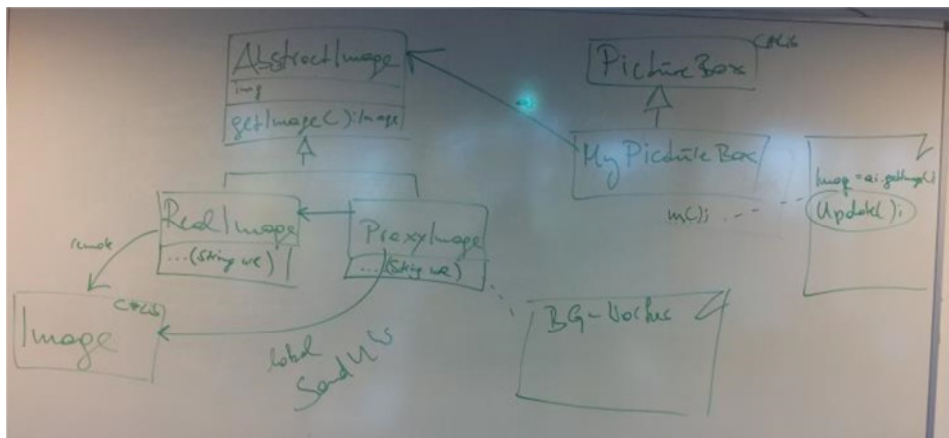
Think about a good way to inform the picture box that there was a change regarding the image and that it should update its display.

Can we further improve the design? Keep in mind that AbstractImage may contain further information (Title, Location, Description, Tags, …)

Work in teams of 2 (name both authors in all the source files)!

[1] Gamma et al. „Design Patterns. - Elements of Reusable Object-Oriented Software."

Deadline: Sonntag, 16.10. 16:00