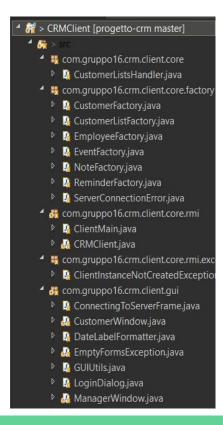
# Java: Sistema di CRM

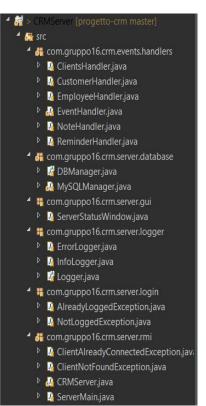
Gruppo 16:

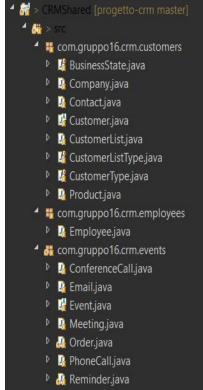
Luca Maltagliati Marco Turetta Sergio Cucinotta

### **Progetti** Server Client Shared GUI

• Due parti principali, *CRMServer* e *CRMClient*, realizzati in due progetti Eclipse differenti che includono entrambi il progetto *CRMShared* nel Build Path. *CRMShared* include le interfacce richieste per il funzionamento di RMI e le classi condivise tra Client e Server.







```
com.gruppo16.crm.exceptions
  BadLoginException.java
  BadPhoneNumberException.java
  ClientAlreadyRegisteredException.
  CustomerNotFoundException.java
  InexistingColumnException.java
  NoLoggedUserException.java
  ServerInternalErrorException.java
  UnathorizedUserException.iava
  UnauthorizedClientException.java
  WrongOldPasswordException.iava
Note.iava
com.gruppo16.crm.history
  HistoryEntry.java
  HistoryType.iava
di com.gruppo16.crm.rmi.interfaces
  CRMClientInterface.iava
CRMServerInterface.java
at com.gruppo16.crm.rmi.interfaces.han
  ClientsHandlerInterface.java
  CustomerHandlerInterface.iava
  EmployeeHandlerInterface.java
  EventHandlerInterface.iava
  NoteHandlerInterface.iava
  ReminderHandlerInterface.java
# com.gruppo16.crm.server.database.ex
  EmployeeNotFoundException.java
  UserNotFoundException.iava
```

#### Progetti **Server** Client Shared GUI

• Nel corso della realizzazione del progetto sono stati sfruttati alcuni *Design Patterns*.

Il Logger è un esempio del pattern Chain of Responsibility.

```
ublic abstract class Logger {
  public static final int INFO = 1;
  public static final int ERROR = 2;
  protected int level;
  protected Logger nextLogger;
  public void setNextLogger(Logger nextLogger) {
      this.nextLogger = nextLogger;
  public void logMessage(int level, HistoryType logType, int employeeID, String message) {
      if (this.level == level) {
         write(logType, employeeID, message);
     if (nextLogger != null) {
          nextLogger.logMessage(level, logType, employeeID, message);
  protected void saveLog(HistoryType logType, int employeeID, String message) {
     try {
          DBManager.getInstance().saveToHistory(logType, employeeID, message);
      } catch (ClassNotFoundException | SQLException e) {
          System.err.println("Impossibile comunicare con il database per salvare il log!");
          e.printStackTrace();
  abstract protected void write(HistoryType logType, int employeeID, String message);
```

```
private static Logger getChainOfLoggers() {
    Logger infoLogger = new InfoLogger(Logger.INFO);
    Logger errorLogger = new ErrorLogger(Logger.ERROR);
    infoLogger.setNextLogger(errorLogger);
    return infoLogger;
}
```

```
public class InfoLogger extends Logger {

public InfoLogger(int level){
    this.level = level;
}

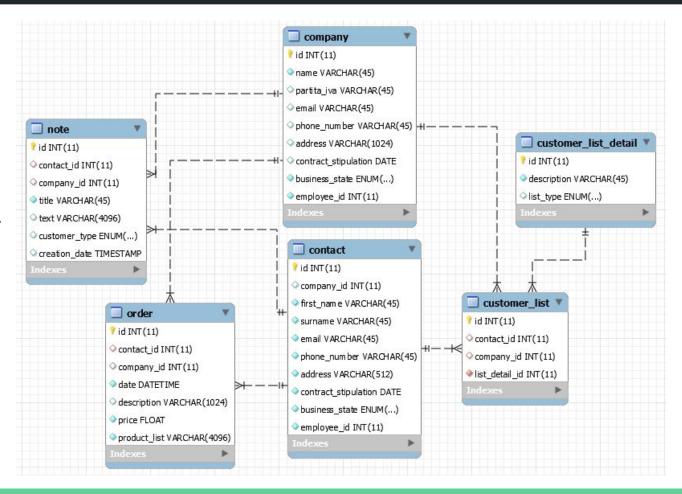
@Override
protected void write(HistoryType logType, int employeeID, String message) {
    saveLog(logType, employeeID, message);
    System.out.println("Logger: " + message);
}
```

```
public class ErrorLogger extends Logger {
    public ErrorLogger(int level) {
        this.level = level;
    }

    @Override
    protected void write(HistoryType logType, int employeeID, String message) {
        saveLog(logType, employeeID, message);
        System.err.println("Errore: " + message);
    }
}
```

- · Alcune tabelle del database
- Per realizzare il Database abbiamo utilizzato le Foreign Keys.

Molte di esse hanno l'opzione ON DELETE CASCADE.



• Per la creazione di nuovi oggetti sul Client abbiamo utilizzato il Factory Pattern.

```
public class ReminderFactory {
150
       public ReminderFactory() {
       public Reminder createReminder(CustomerType type, int customerID, String content, LocalDate expirationDate)
               throws RemoteException, ServerInternalErrorException, UnauthorizedClientException,
               UnathorizedUserException {
           int reminderID = ClientMain.getClient().saveNewReminder(type, content, expirationDate, customerID);
           return new Reminder(reminderID, customerID, content, expirationDate);
```

# Progetti Server Client **Shared** GUI

- Interfaccia Client: è utile solo per passare al Server le istanze dei Client.
- Interfaccia Server: è necessaria al Client per poter chiamare i metodi sul server via RMI.
- L'interfaccia Server estende tutte le interfaccie degli handler, ereditandone i metodi.

```
10 public interface CRMClientInterface extends Remote {
11
12 }
```

```
public interface CRMServerInterface extends Remote, EmployeeHandlerInterface, EventHandlerInterface,

NoteHandlerInterface, ReminderHandlerInterface, CustomerHandlerInterface, ClientsHandlerInterface {

| 14 |
```

```
public interface NoteHandlerInterface {

public void deleteNote(CRMClientInterface client, Note note)
throws RemoteException, ServerInternalErrorException, UnauthorizedClientException, UnathorizedUserException;

int saveNewNote(CustomerType type, CRMClientInterface client, String title, String content, int customerID)
throws RemoteException, ServerInternalErrorException, UnauthorizedClientException, UnathorizedUserException;

public void updateNoteValue(CRMClientInterface client, int noteID, String toUpdate, Object newValue)
throws RemoteException, ServerInternalErrorException, UnauthorizedClientException, UnathorizedUserException;

throws RemoteException, ServerInternalErrorException, UnauthorizedClientException, UnathorizedUserException;

throws RemoteException, ServerInternalErrorException, UnauthorizedClientException, UnathorizedUserException;
```

## Progetti Server Client Shared **GU**

• Per realizzare l'interfaccia grafica abbiamo utilizzato la libreria Swing, aiutandoci con il plug-in di Eclipse Window Builder

