OOA/OOD/OOP Example

See http://www.cs.toronto.edu/~matz/instruct/csc407/eg

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Introduction

- This was David Penny's research topic.
- Want a (Java) program to help a software company plan new releases of their software (340 refers to person-days):
 \$ java Plan features.xml Planetaria 340
- xml file contains sized (in coder days), prioritized (hi,med,low), feature requests for various products
 - includes list of requesting customers with how much they want it (1-10).
- Suggest an "optimal" release plan given the available capacity (in coder days).
- Sample output

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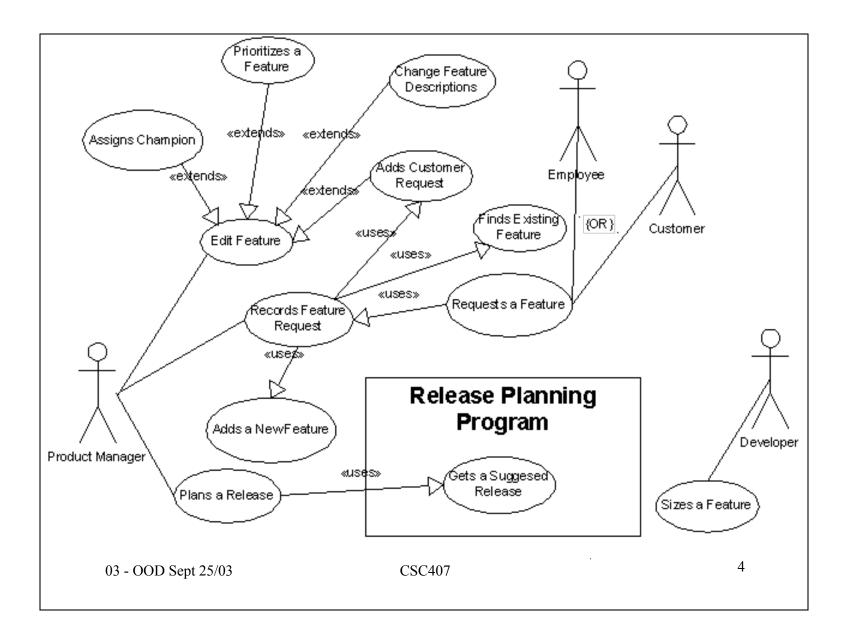
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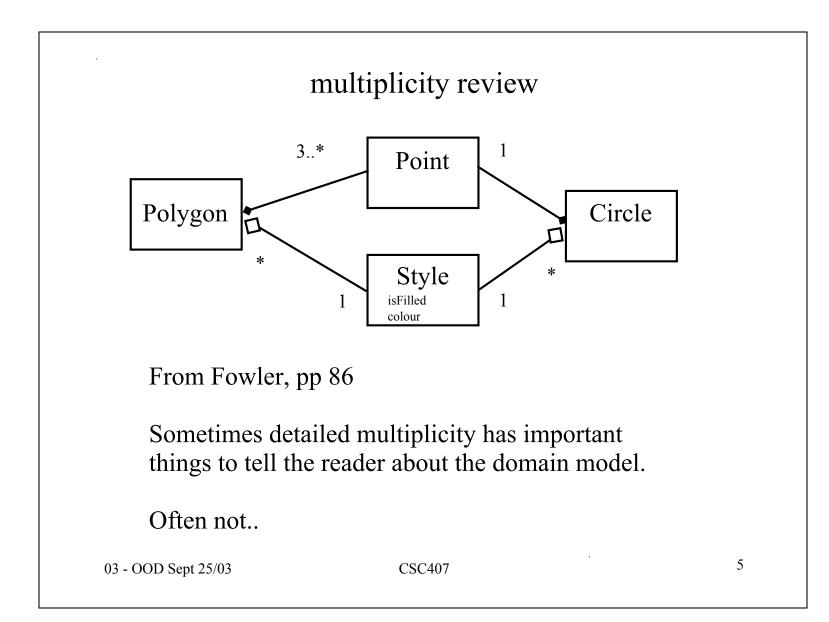
OOA

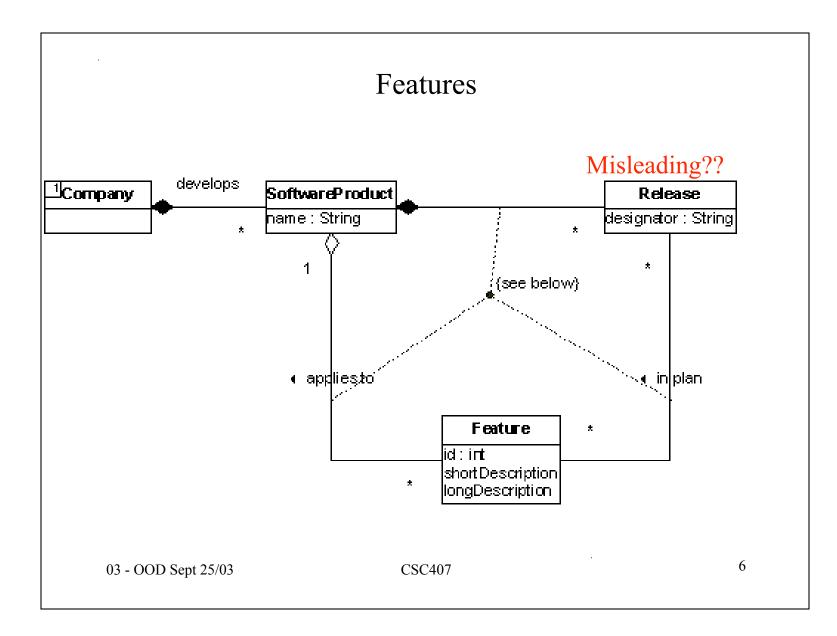
- See ~matz/csc407/eg/ooa/index.html
- Introduction
 - why are we doing this
 - what is the current document for
 - where did the information come from
 - general points (change & XML file in this case)
- Use Cases
 - what is the bigger problem
 - how does this particular program fit into it
- Class Diagrams
 - restate information from the requirements statement in UML
 - (mostly you have no "requirements statement")

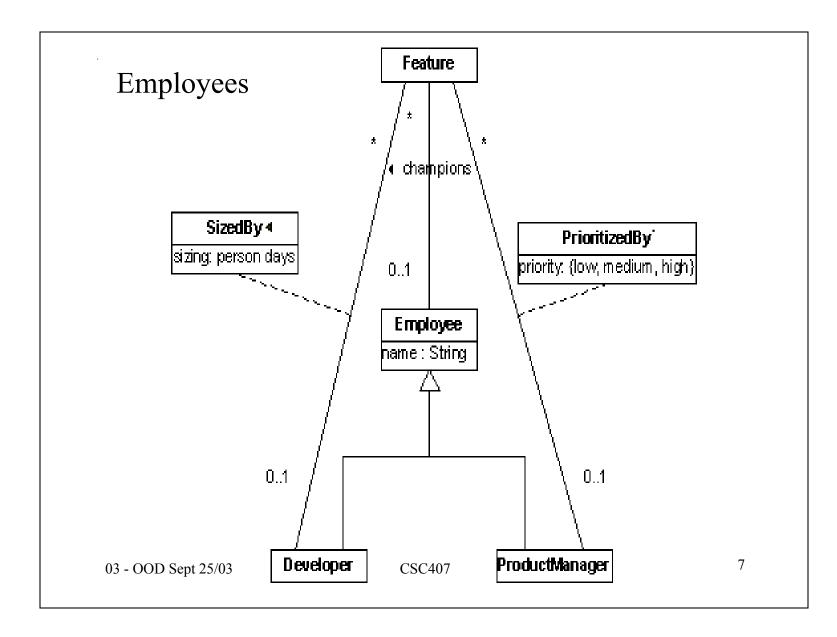
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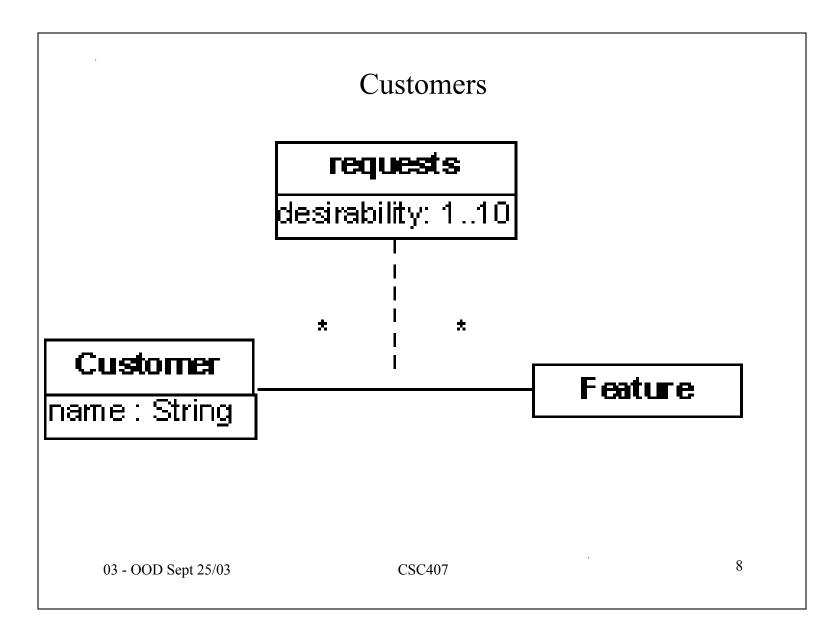
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OOD

- See ood document
 - David's presentation is excellent.
- Package design
 - what rationale for the package breakdown
- Main driver
 - sequence diagram explaining how (one) use case is executed
- For each package
 - a collection of class diagrams
 - shows important methods
 - shows important attributes
 - shows association navigability
 - indicates how associations are implemented
 - indicates inheritance and interface implementation

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important = helps in
understanding the
design

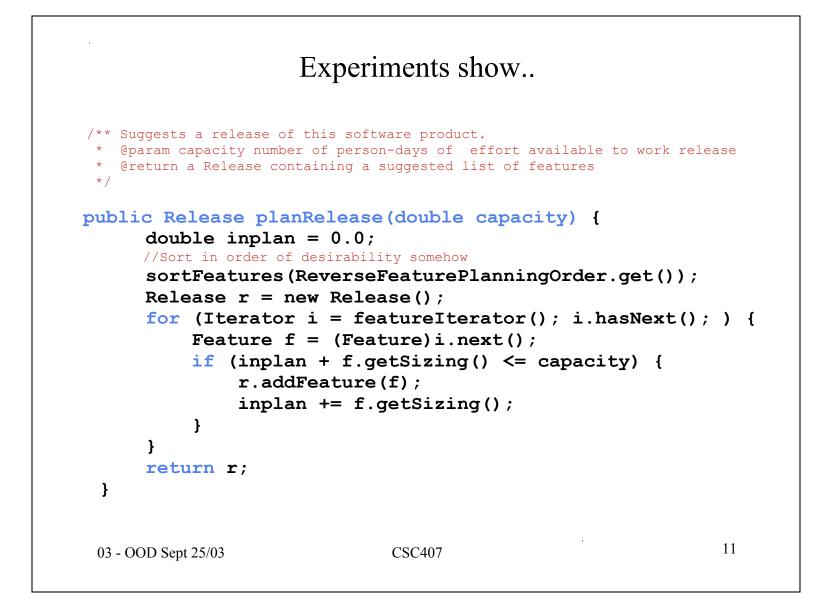
About Source and Javadoc

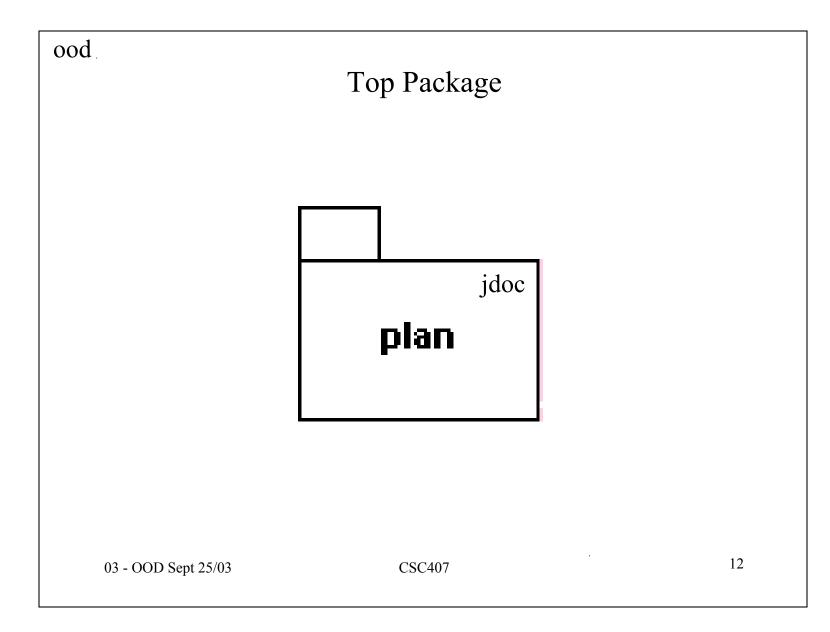
- Javadoc is a tool that extracts comments formatted in a certain manner and produces Web pages documenting the details of a class design.
 - See example
- •
- To display source code, I used a tool called java2html for pretty-printing Java source to HTML.

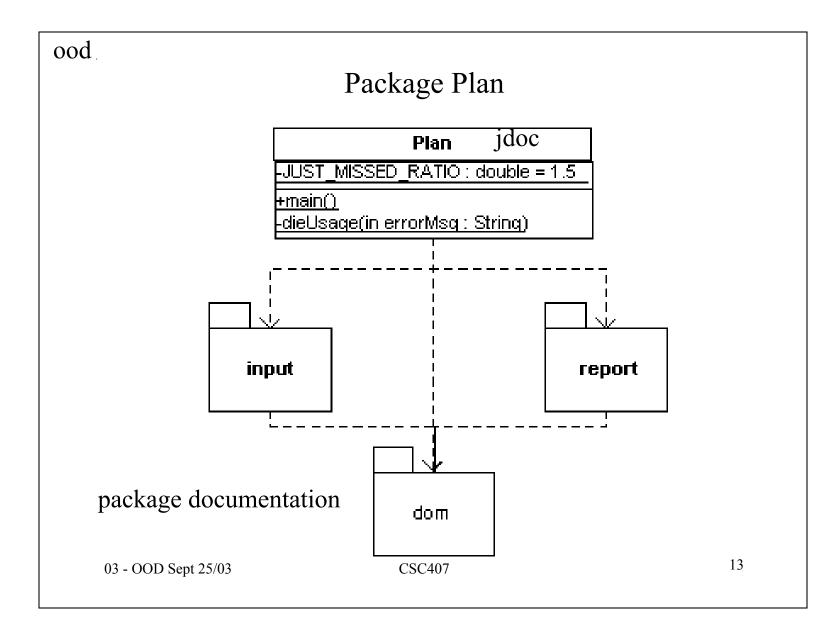
– See example

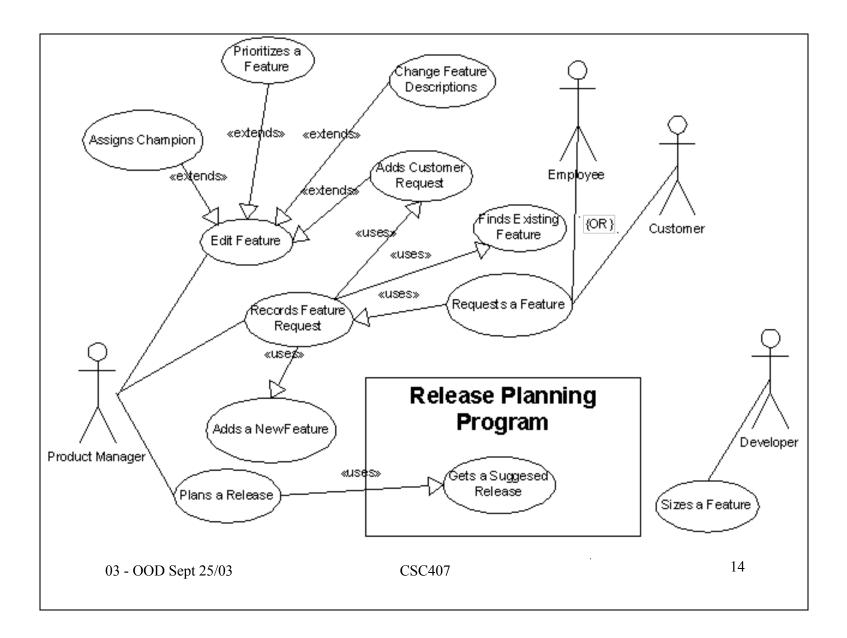
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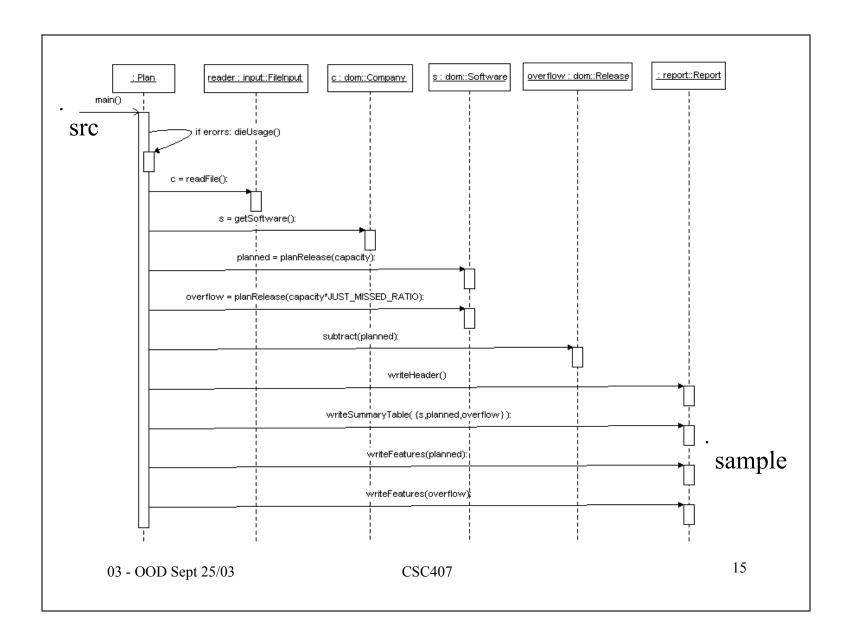
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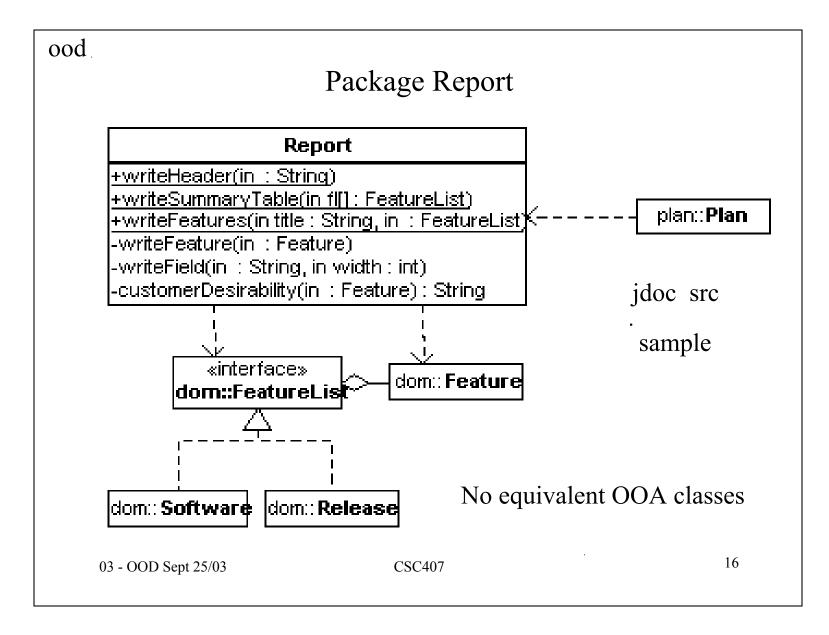


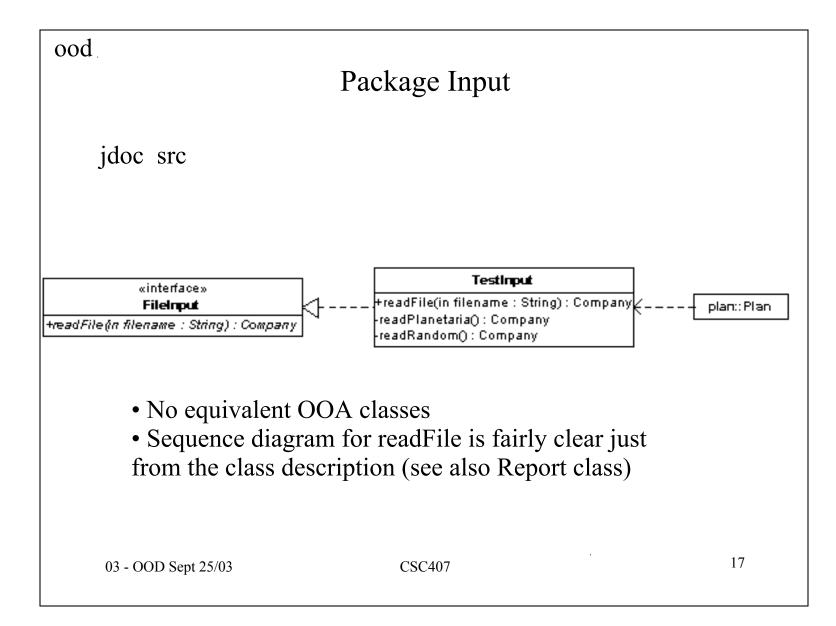


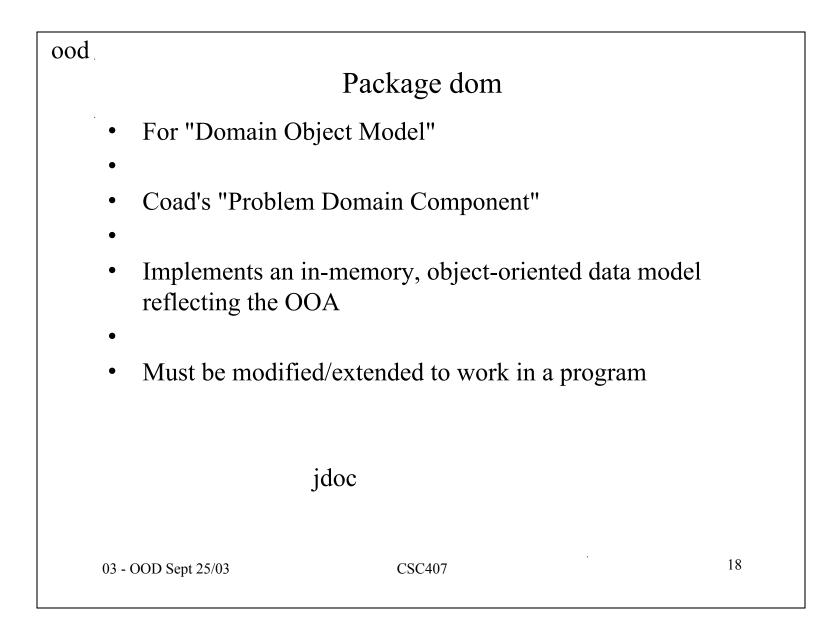












Implementing Associations

- Decide on navigability
 - The direction in which the association can be efficiently navigated
 - If you have one object of the Left class, can you in O(n) time access all objects of the Right class linked to that Left object.

• Decide on interface for

- Navigating the links
 - usually get method for 1 side, iterator for * side.
- Adding new links
- Deleting links (if necessary)
- Decide on implementation
 - Simple pointer to implement the [0..1] side
 - (if required by navigatability)
 - Array, Vector, Map, Linked List to do the [*] side
 - (if required by navigatability)

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