#### P2 - Exercise hour

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2021-05-28

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#### Exercise 11 Hints

```
Split lines:
```

aTurtleProgram lines

- Split by whitespace: aLine splitOn: Character space
- Conditionals:

▶ ...

```
(command = `right') ifTrue: [ turtle right: steps
]
```

Regular expressions:

```
'up 15' matchesRegex: '(left|right|up|down) \d+'
```

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- What is the pattern of questions?
- How to approach the questions?

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- Why do god classes and data classes often occur together?
- When should you call super() in a constructor and why?

- What is <u>iterative development</u>, and how does it differ from the <u>waterfall</u> model?
- What are the advantages of using the Model-View-Controller pattern?



You should be aware with all Object-oriented concepts.

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You should know what is the role of each concept.

# Design By Contracts

Fix these JavaDoc comments.

```
/*
 * The <i>Algorithm</i> defines how a value
 * for a file is computed.
 * It must be sure that multiple calls for the
 * same file results in the same value.
 * The implementing class should implement
 * a useful toString() method.
 */
public interface Algorithm {
 // ...
}
```

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Write JavaDoc comments for the given method.

```
/*
 *
 *
 */
public int updateAlgorithm(String name, int left) {
   // ...
}
```

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```
/* This method updates the algorithm according
 * to the given parameters
 */
public int updateAlgorithm(String name, int left) {
   // ...
}
```

Use correct format to write JavaDoc comments.

```
/* Updates the algorithm according
 * to the given parameters
 */
public int updateAlgorithm(String name, int left) {
   // ...
}
```

Use tags to write JavaDoc comments.

```
/* Updates the algorithm according to given parameters
 * @param name ..
 * @param left ..
 * @returns ..
 * @throws ..
 */
public int updateAlgorithm(String name, int left) {
   // ...
}
```

Write Dbc for the following methods.

```
/* Summary ..
* @param name ..... must not null
* @param left .....must be positive
* @returns
* @throws
*/
public int updateAlgorithm(String name, int left) {
   // ...
}
```

Write Dbc for the following methods.

```
/* Summary ...
* .....
* Oprecondition name must not be null.
* Oprecondition left must be positive.
* Oposcondition
*/
public int updateAlgorithm(String name, int left) {
    // ...
}
```

# Design By Contracts

Make sure to check the pre or post conditions for the method.

```
/* Summary of the method
 * . . . . .
 * Oprecondition name must not be null.
 * Oprecondition left must be positive.
 * Oposcondition
 */
public int updateAlgorithm(String name, int left) {
        //precondition
        this.name = name;
        this.position = this.currentPositiion + left;
        . . .
        //postcondition
}
```

# Design By Contracts

Make sure to check the pre or post conditions for the method.

```
/* Summary of the method
 * . . . . .
 * Oprecondition name must not be null.
 * Oprecondition left must be positive.
 * Oposcondition
 */
public int updateAlgorithm(String name, int left) {
        assert (name!= null)
        this.name = name;
        this.position = this.currentPositiion + left;
        . . .
        //postcondition
}
```

**Explain** the observer pattern on an example use case of your choice. Include the following in your answer:

- Provide example code.
- Provide an UML diagram of the classes involved.
- State one advantages and one disadvantage of using the Observer pattern to implement a GUI. Use less than 100 words.

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**Identify** the design pattern from the code snippet.

- Explain the pattern.
- Provide an UML diagram of the classes involved.

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**Modify** the existing code of a given design pattern, for example, example code is provided for the factory pattern, add a new object in the existing code.

- Write the necessary code for adding the object.
- Provide an UML diagram of the classes involved.

You should be able to do this for **all** the patterns from the lecture and covered in the exercises, for example, adapter, proxy, observer, null object, composite, command, chain of responsibility.. (and more!)

# Testing

Write a JUnit test that verifies that line 10 works as expected.

```
1. public class Spreadsheet {
          private int[][] contents;
2.
З.
          private int rows;
4.
          private int cols;
/** JavaDoc omitted */
5. public void setCellValue(int row, int col, int value){
          if (row <0 || row > this.rows-1) {
6.
7.
                  throw new IllegalArgumentException();
8.
          }
9.
          if (col < 0 || col > this.cols-1) {
10.
                   throw new IllegalArgumentException();
11.
           }
12.
           this.contents[row][col] = value;
}
}
```



#### Write a JUnit test that verifies that line 10 works as expected.

```
1. public class SpreadsheetTest {
2.
3.
4. public void testCellValue(){
5. Spreadsheet spreadsheet = new Spreadsheet();
6. spreadsheet.setCellValue (..)//cover line 9-7
7. }
}
```

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#### Explain what the following Smalltalk code result into and why?

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- This is just a selection of topics.
- Everything that was covered in the lectures and exercises can appear in the exam.

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- Check whether you got the Testat.
- The exam takes place on Wednesday, 9 June, 10:00–12:00 (You get 10 minutes to clarify questions, 100 minutes to solve and 10 minutes to send your solutions via email!).
- The exam will take place online via Zoom. Make sure you have zoom installed.

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 You would need to send solution via the google forum. Make sure you have a google account.