

# CSC207H: Software Design

## Lecture 13

Wael Aboelsaadat

wael@cs.toronto.edu

<http://ccnet.utoronto.ca/20075/csc207h1y/>

Office: BA 4261

Office hours: R 5-7

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# What have we studied?

- Tools
- UNIX
- Software QA
- Languages
- Software Design

# UNIX

cat	cd	clear	cp
date	diff	echo	head
ls	man	mkdir	more
mv	su	passwd	pwd
rm	rmdir	sort	tail
uniq	wc	which	<   >

# Junit and testing

- When to use?
  - `static void assertTrue(boolean test)`
  - `static void assertFalse(boolean test)`
  - `assertEquals(expected, actual)`
  - `assertSame(Object expected, Object actual)`
  - `assertNotSame(Object expected, Object actual)`
  - `assertNull(Object object)`
  - `assertNotNull(Object object)`
  - `fail()`

# Python

- A small scripting language makes small programs fast to write
- Basic Python:
  - variables, control flow, files
  - sequences: strings, slicing
  - dictionaries, functions and modules
  - Classes & Objects
  - Operators
- Regular expressions

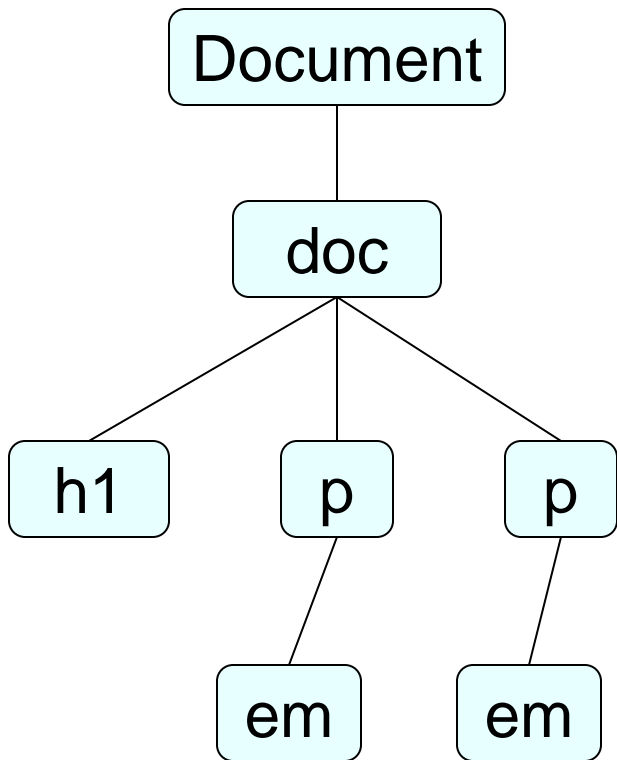
# XML

- Valid vs. invalid XML
- DOM way
  - A cross-language API for representing XML documents as trees

# XML

- Valid vs. invalid XML

- DOM way



- Input

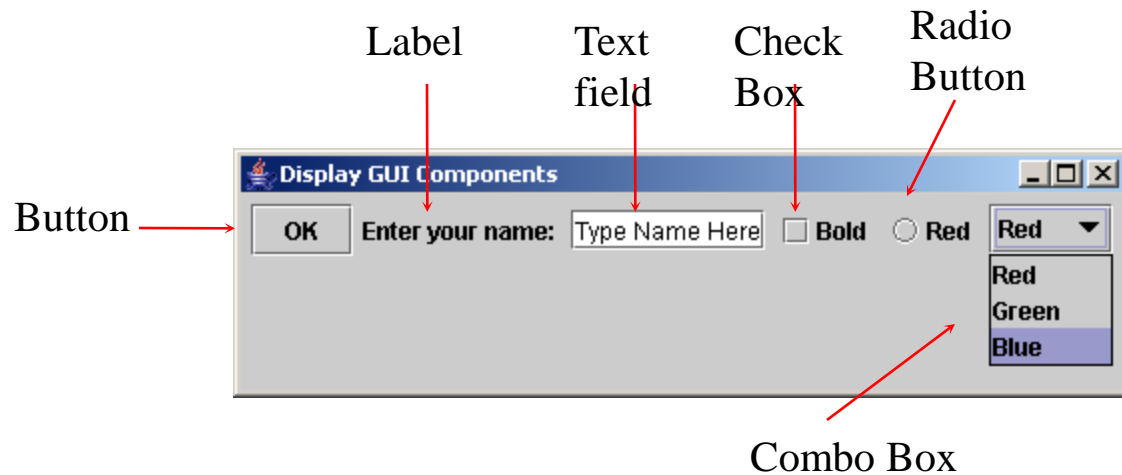
- `<?xml version="1.0" ?>`
- `<doc>`
- `<h1>First heading</h1>`
- `<p>First`
- `<em>paragraph</em>.</p>`
- `<p><em>Second`
- `paragraph.</em></p>`
- `</doc>`

- Output h1 p p

# Java

- New features
  - maps
  - Auto boxing
  - generics
- JDom
- Reflection

- GUI/event-driven programming





# Class Design

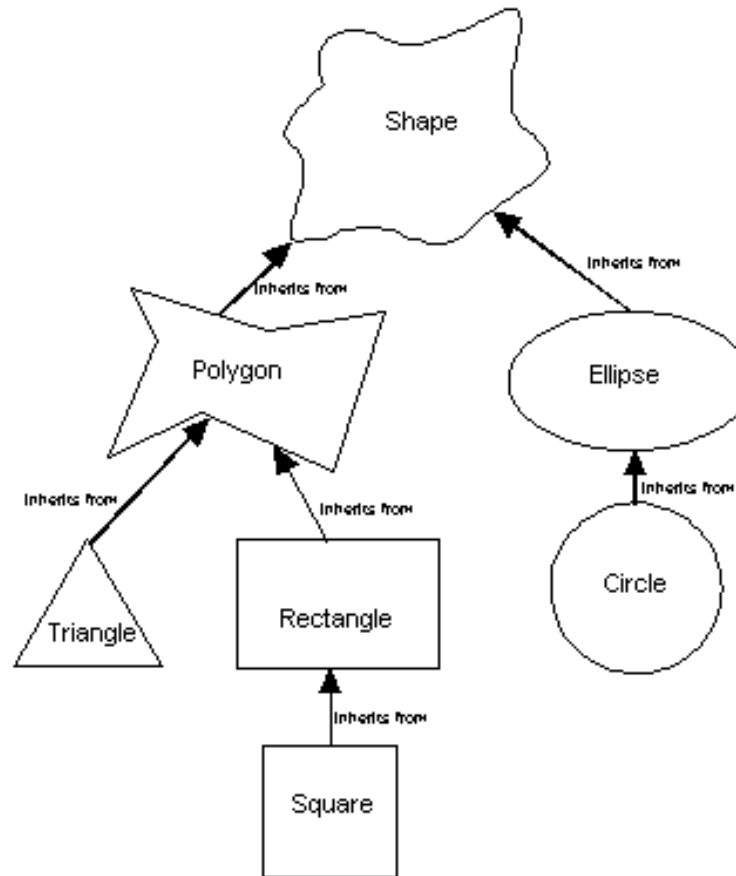
- How to identify classes?
- What makes a good design?
- What are the possible relations between classes?

# Design Example 1

- Circle, rectangle, triangle, polygon, square, ellipse

# Design Example 1

- Circle, rectangle, triangle, polygon, square, ellipse



# Design Example 2





# Design Pattern

<b>Creational</b>	<b>Structural</b>	<b>Behavioral</b>
Factory Method	Adapter	Interpreter
Abstract Factory	Bridge	→ Template Method
Builder	→ Composite	Chain of Responsibility
Prototype	Decorator	→ Command
→ Singleton	Flyweight	→ Iterator
	Facade	Mediator
	Proxy	Memento
		→ Observer
		State
		Strategy
		→ Visitor

# Design Example 2

- Singleton
- Composite
- Template  
Method
- Command
- Iterator
- Observer
- Visitor



# What is on the exam?

- Everything on the exam we have talked about in class, was covered on an assignment, or is in the lecture notes
- We will not ask you to take the integral of a function!
- We will not expect you to know any obscure API
- Distribution:
  - Java/python 40%
  - Software design 40%
  - Misc. 20%

# The exam aid sheet

- 1 Aid sheet double sided **standard-size (A4)**
  - You can write anything on that paper!
  - No electronic devices of any sort
    - Calculators, cell phones, pdas, laptops, mp3 players, pagers, cameras... not even if turned off



# What should you include on the aid sheet?

- Organization is key
- Include
  - notes
  - Assignment code snippets
  - Some example code
  - Some pieces of the Java/Python API would be helpful