Assignments for Lecture 6

Project Deliverables

1. Construct a set of interaction sequence diagrams for all of the use cases in your increment 1. They should show the interactions between your system components/subsystems.

Study questions

1. Do the Pattern book exercises on pages 69, 75

2. With respect to the principle "favor composition over inheritance" what are the problems presented by the use of the Java Observer/Observable framework?

3. What design decisions are you making when you build the ISD's for your system as in exercise 2?

Questionnaire

1. Publisher-Subscriber is a metaphor since we have a wholistic understanding of what it is. Observer is a pattern, in the sense that it is a kind of abstract example, which we understand using a concrete example to explain it (weather station in the book). Which do you think is easier to use and get a quick grasp with? Briefly explain your answer.

2. Did you find that the interaction sequence diagrams were a good way to assist your mental, high level simulation of the system? or were they useless. Did they add much to the other mental simulation tool, the use cases? Briefly explain.