

# CSSE 220 Day 20

Object-Oriented Design Recap,  
Vector Graphics Assignment

No SVN checkout today

Questions?

# Object-Oriented Design

»» A practical technique

# Key Steps in Our Design Process

1. **Discover classes** based on requirements
  2. **Determine responsibilities** of each class
  3. **Describe relationships** between classes
- 

# Discover Classes Based on Requirements

- ▶ Brainstorm a list of possible classes
  - Anything that might work
  - No squashing
- ▶ Prompts:
  - Look for **nouns**
  - Multiple objects are often created from each class  
→ so look for **plural concepts**
  - Consider how much detail a concept requires:
    - A lot? Probably a class
    - Not much? Perhaps a primitive type
- ▶ Don't expect to find them all → add as needed



Tired of hearing this yet?

# CRC Card Technique

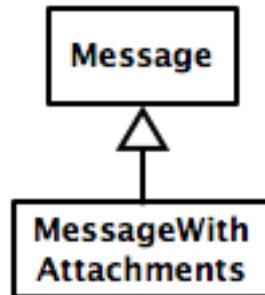
1. Pick a responsibility of the program
2. Pick a class to carry out that responsibility
  - Add that responsibility to the class's card
3. Can that class carry out the responsibility by itself?
  - Yes → Return to step 1
  - No →
    - Decide which classes should help
    - List them as collaborators on the first card
    - Add additional responsibilities to the collaborators' cards

# CRC Card Tips

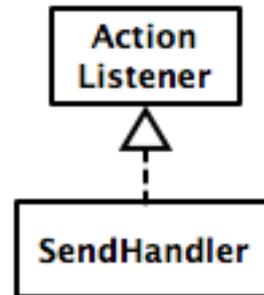
- ▶ **Spread the cards out** on a table
  - Or sticky notes on a whiteboard instead of cards
- ▶ **Use a “token”** to keep your place
  - A quarter or a magnet
- ▶ **Focus on high-level responsibilities**
  - Some say  $< 3$  per card
- ▶ **Keep it informal**
  - Rewrite cards if they get too sloppy
  - Tear up mistakes
  - Shuffle cards around to keep “friends” together

# Showing Relationship on UML Class Diagrams

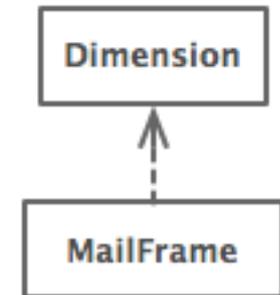
Inheritance  
(is a)



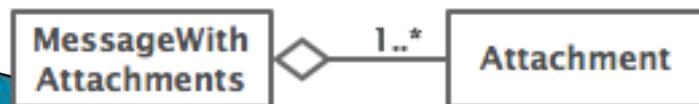
Interface  
Implementation  
(is a)



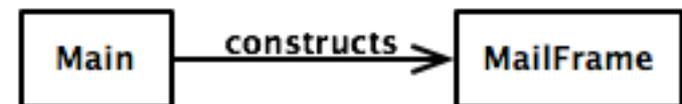
Dependency  
(depends on)



Aggregation  
(has a)



Association



# Vector Graphics Assignment

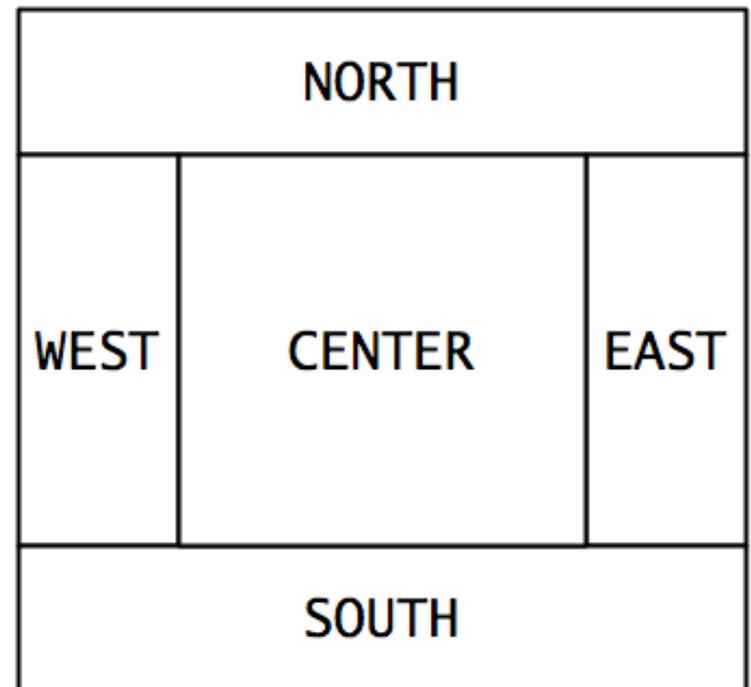
- »» A team project to create a scalable graphics program.

# Some Notes on Layout Managers

- »» When JFrame's and JPanel's defaults just don't cut it.

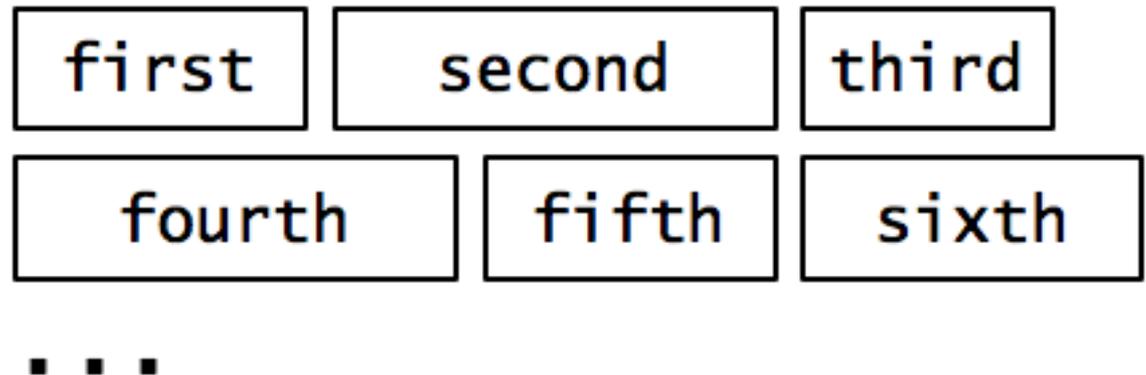
# Recall: How many components can a JFrame show by default?

- ▶ Answer: 5
- ▶ We use the two-argument version of **add**:
- ▶ `JPanel p = new JPanel();`  
`frame.add(p, BorderLayout.SOUTH);`
- ▶ JFrame's default **LayoutManager** is a **BorderLayout**
- ▶ **LayoutManager** instances tell the Java library how to arrange components
- ▶ **BorderLayout** uses up to five components



# Recall: How many components can a JPanel show by default?

- ▶ Answer: arbitrarily many
- ▶ Additional components are added in a line
- ▶ **JPanel's default `LayoutManager` is a `FlowLayout`**



# Setting the Layout Manager

- ▶ We can set the layout manager of a JPanel manually if we don't like the default:

```
JPanel panel = new JPanel();  
panel.setLayout(new GridLayout(4,3));  
panel.add(new JButton("1"));  
panel.add(new JButton("2"));  
panel.add(new JButton("3"));  
panel.add(new JButton("4"));  
// ...  
panel.add(new JButton("0"));  
panel.add(new JButton("#"));  
frame.add(panel);
```



# Lots of Layout Managers

- ▶ A **LayoutManager** determines how components are laid out within a container
  - **BorderLayout**. When adding a component, you specify center, north, south, east, or west for its location. (Default for a JFrame.)
  - **FlowLayout**: Components are placed left to right. When a row is filled, start a new one. (Default for a JPanel.)
  - **GridLayout**. All components same size, placed into a 2D grid.
  - Many others are available, including **BoxLayout**, **CardLayout**, **GridBagLayout**, **GroupLayout**
  - If you use the **null** for the **LayoutManager**, then you must specify every location using coordinates
    - More control, but it doesn't resize automatically

# Additional Resources on Layout Managers

- ▶ Chapter 18 of Big Java
- ▶ Swing Tutorial
  - <http://java.sun.com/docs/books/tutorial/ui/index.html>
  - Also linked from schedule

# Vector Graphics Teams

team11

- ▶ Gardner
- ▶ Joe
- ▶ Steve

team12

- ▶ Alice
- ▶ Cory
- ▶ Sam

Note your team number; you'll need it for SVN

- ▶ Next steps:
  - Verify SVN repository, check-out project
  - Exchange contact information
  - Start work on first milestone