Design Patterns and Frameworks Dipl.-Inf. Steffen Zschaler

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http://st.inf.tu-dresden.de/teaching/dpf

Exercise Sheet No. 10

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Frameworks

In this exercise we will look at a few frameworks and analyse them for template hook patterns.

Task 1: Hook Fundamentals



What framework hook patterns do you know?



Which of these patterns are typical for black-box reuse? Which are typical for white-box reuse?

Task 2: Log4J

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m Log4J}$ is a framework supporting powerful logging statements in Java programs. Check out the framework at http://logging.apache.org/log4j/docs/ and understand the core principles.



Look at the classes Appender and Layout and their relationship. What template—hook pattern can you find here?



Look at the classes Logger and Appender and their relationship. What template—hook pattern can you find here?



From the hooks you found: What kind of framework is Log4J? Is it rather black-box or white-box?

Task 3: JUnit

JUnit is a framework for unit-testing Java programs in a manner supporting regression tests. Check out the framework at http://junit.org/index.htm and understand the core principles.



Look at the TestCase class. What template—hook pattern can you find here?



Look at the classes TestSuite and Test and their relationship. What template—hook pattern can you find here?



Look at the classes TestCase and TestResult and their relationship. What template—hook pattern can you find here?



From the hooks you found: What kind of framework is JUnit? Is it rather black-box or white-box?