Design Patterns and Frameworks

Dipl.-Inf. Florian Heidenreich

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Exercise Sheet No. 10

Software Technology Group

Institute for Software and Multimedia Technol-

ogy

Department of Computer Science Technische Universität Dresden

01062 Dresden

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

Log 4J is a framework supporting powerful logging statements in Java programs. Check out the framework at http://logging.apache.org/log4j/1.2/ 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. While JUnit 4 uses Java annotations for marking specific classes as Test cases, earlier versions of the framework employed various template—hook patterns. Check out version 3.8.1 of the framework at http://junit.org and understand the core principles.



Look at the ${\tt TestCase}$ class. What template—hook pattern can you find here?

3b)

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

3c)

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

3d)

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