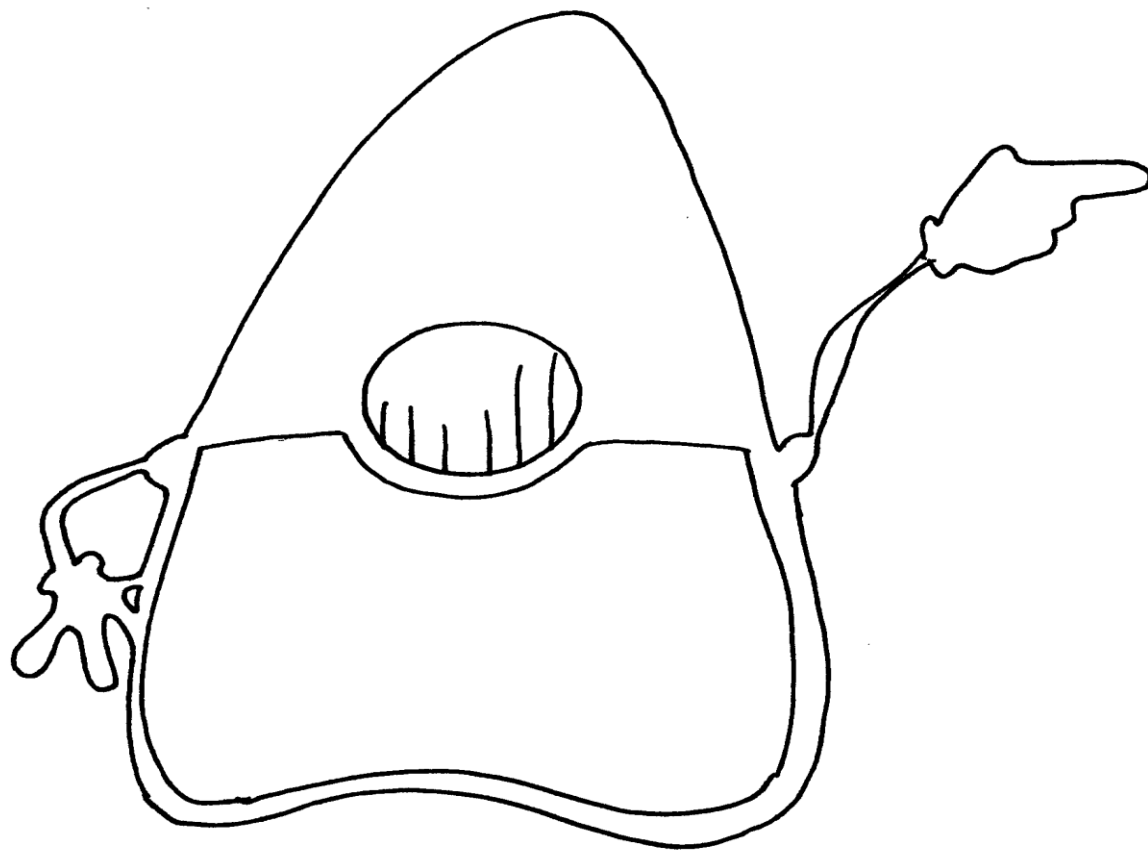




ola.berg@ibs.se

tomas.trolltoft@ibs.se

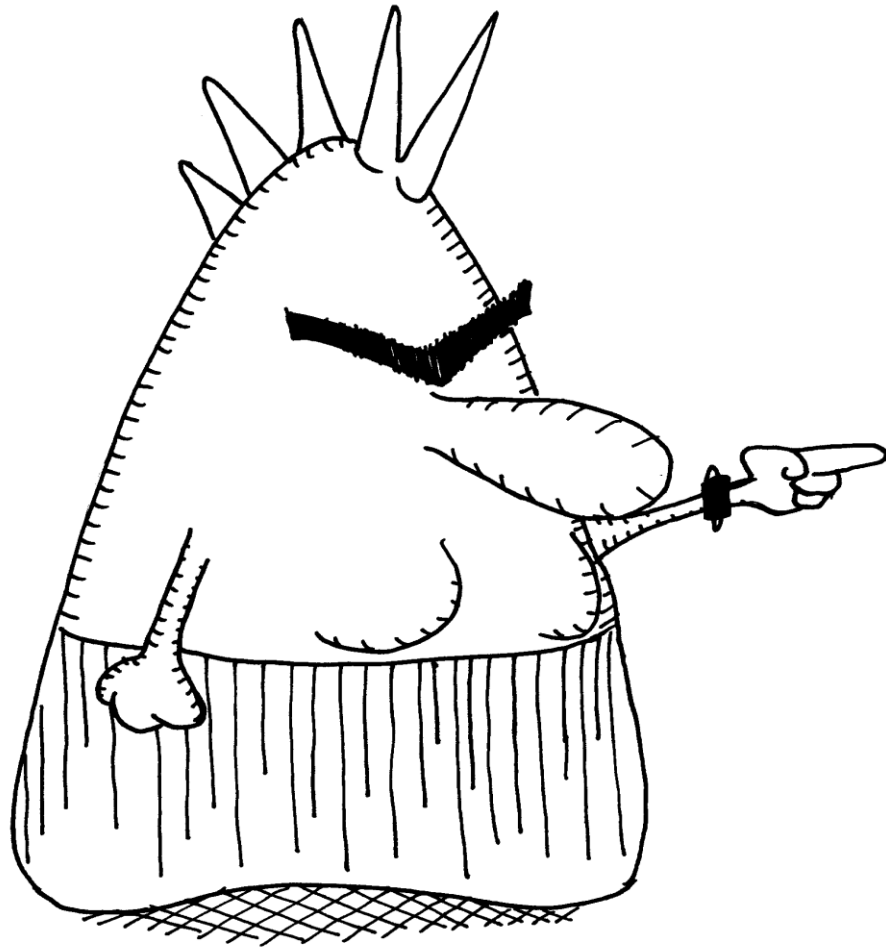
http://lsolutions.se



Duke

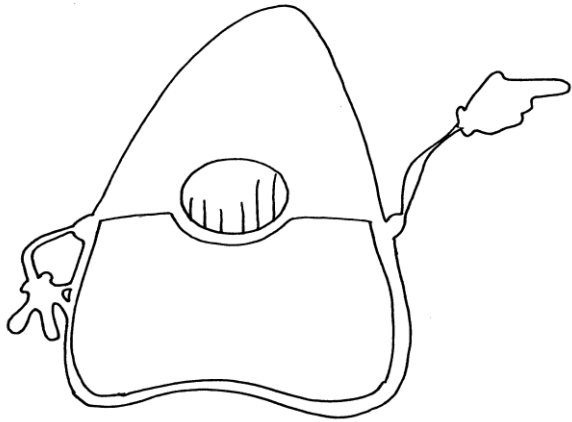
Java 2 Platform Packages

java.applet	Provides the classes necessary to create an applet and the classes an applet uses to communicate with its applet context.
java.awt	Contains all of the classes for creating user interfaces and for painting graphics and images.
java.awt.color	Provides classes for color spaces.
java.awt.datatransfer	Provides interfaces and classes for transferring data between and within applications.
java.awt.dnd	Drag and Drop is a direct manipulation gesture found in many Graphical User Interface systems that provides a mechanism to transfer information between two entities logically associated with presentation elements in the GUI.
java.awt.event	Provides interfaces and classes for dealing with different types of events fired by AWT components.
java.awt.font	Provides classes and interface relating to fonts.
java.awt.geom	Provides the Java 2D classes for defining and performing operations on objects related to two-dimensional geometry.
java.awt.im	Provides classes and interfaces for the input method framework.
java.awt.im.spi	Provides interfaces that enable the development of input methods that can be used with any Java runtime environment.
java.awt.image	Provides classes for creating and modifying images.
java.awt.image.renderable	Provides classes and interfaces for producing rendering-independent images.
java.awt.print	Provides classes and interfaces for a general printing API.
java.beans	Contains classes related to developing <i>beans</i> -- components based on the JavaBeans™ architecture.
java.beans.beancontext	Provides classes and interfaces relating to bean context.
java.io	Provides for system input and output through data streams, serialization and the file system.
java.lang	Provides classes that are fundamental to the design of the Java programming language.
java.lang.ref	Provides reference-object classes, which support a limited degree of interaction with the garbage collector.
java.lang.reflect	Provides classes and interfaces for obtaining reflective information about classes and objects.
java.math	Provides classes for performing arbitrary-precision integer arithmetic (BigInteger) and arbitrary-precision decimal arithmetic (BigDecimal).
java.net	Provides the classes for implementing networking applications.
java.nio	Defines buffers, which are containers for data, and provides an overview of the other NIO packages.
java.nio.channels	Defines channels, which represent connections to entities that are capable of performing I/O operations, such as files and sockets; defines selectors, for multiplexed, non-blocking I/O operations.
java.nio.channels.spi	Service-provider classes for the java.nio.channels package.
java.nio.charset	Defines charsets, decoders, and encoders, for translating between bytes and Unicode characters.
java.nio.charset.spi	Service-provider classes for the java.nio.charset package.



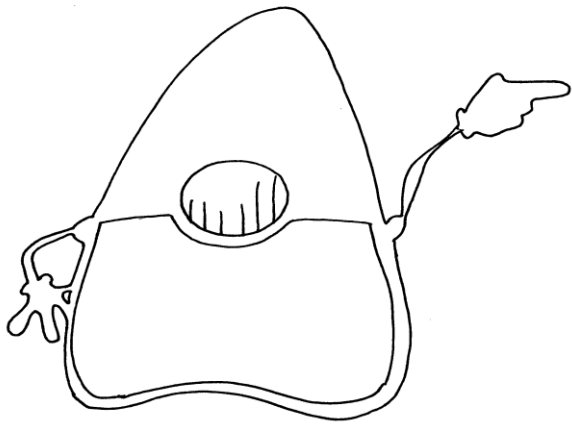
Puke

What's the benefit



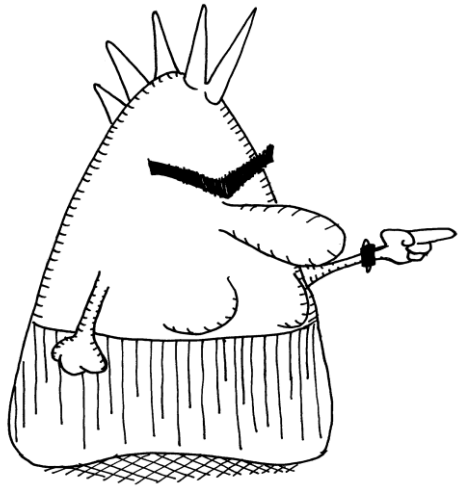
Duke

What's the benefit of
the proxy pattern?



Duke

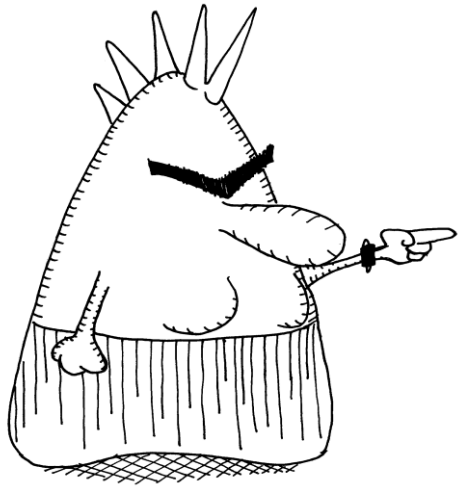
What's the cost of
the proxy pattern?



Puke

What's the cost of

the proxy pattern?
pluggable architecture?



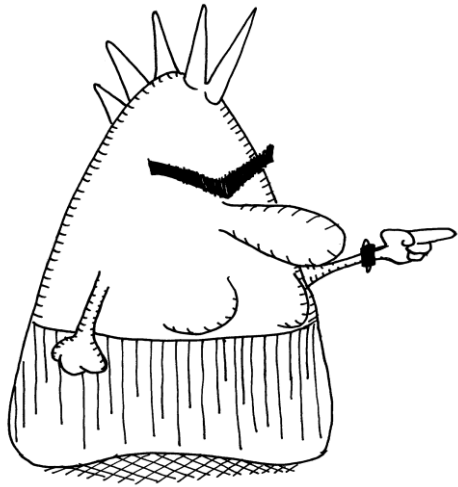
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What's the cost of

the proxy pattern?

pluggable architecture?

separation of concerns?

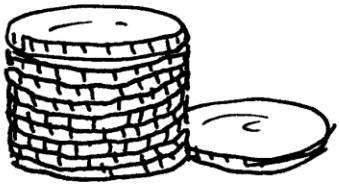


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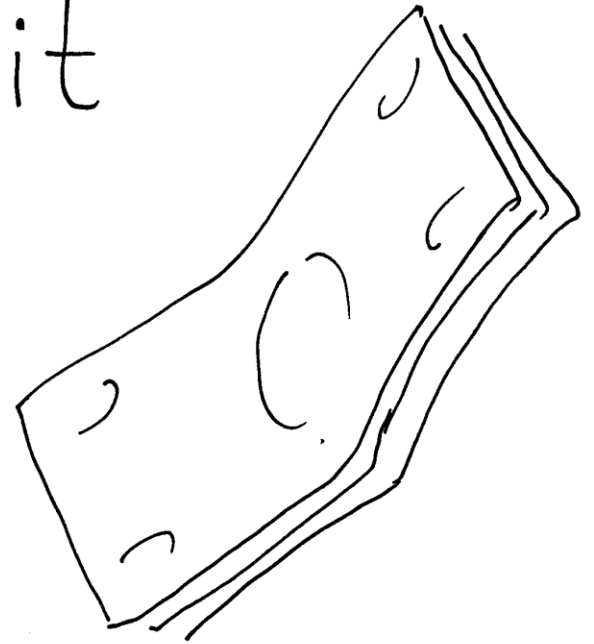
It depends

HOW MUCH

is the benefit

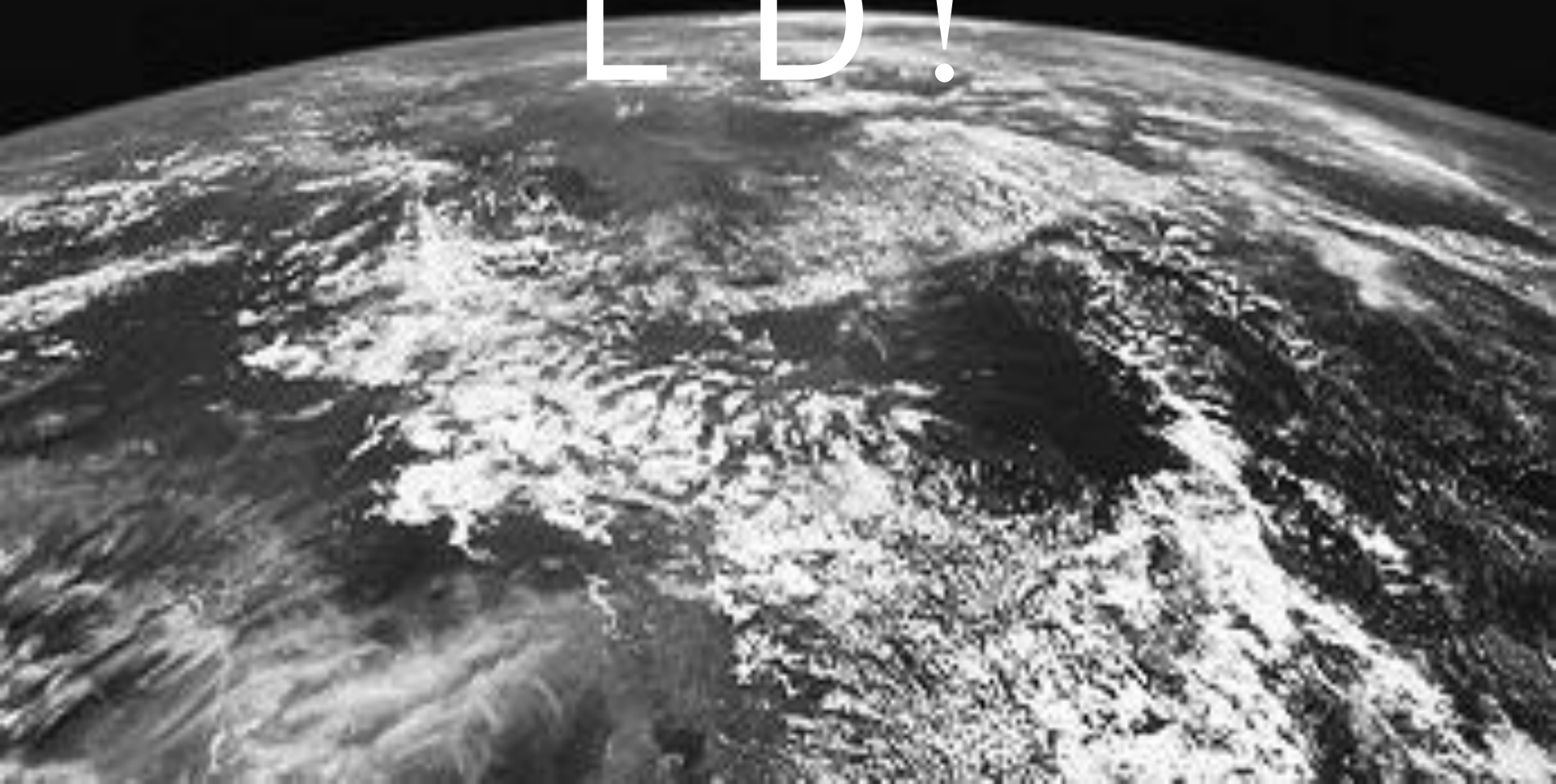


? ? ?



It depends

IN MY WORLD!
LD!



How does it

FIT

IN MY WORLD ?

Think !

DON t FOLLOW

Think!

DON t FOLLOW

Every solution has a unique context

Each project has unique requirements

Think!

DON t FOLLOW

Every solution has a unique context

Every situation a different ruler

Each project has unique requirements

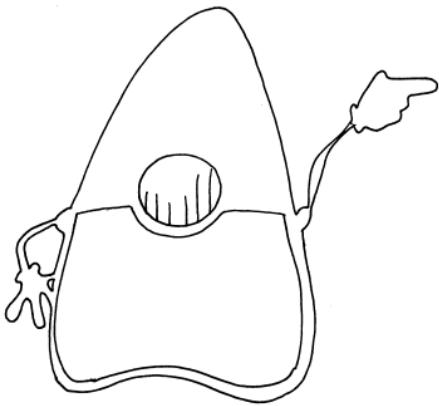
Think !

DON t FOLLOW

Every solution has a unique context

IN MY WORLD...

... NOW ? ? ?



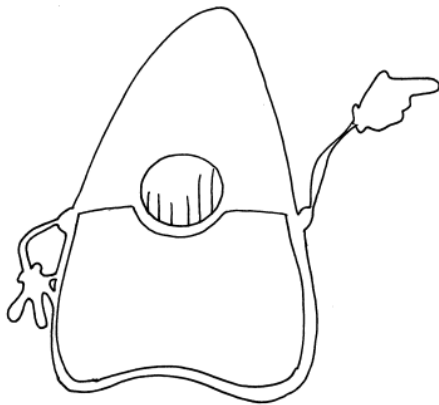
Duke

Hades

Hades



Inferno



Duke

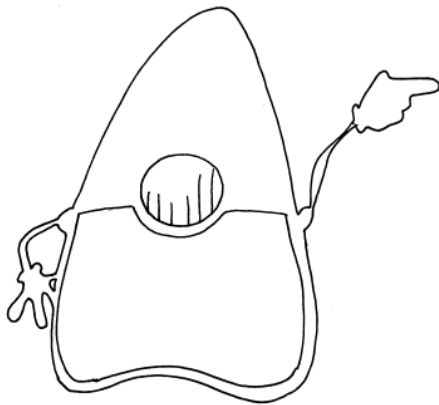
Hades



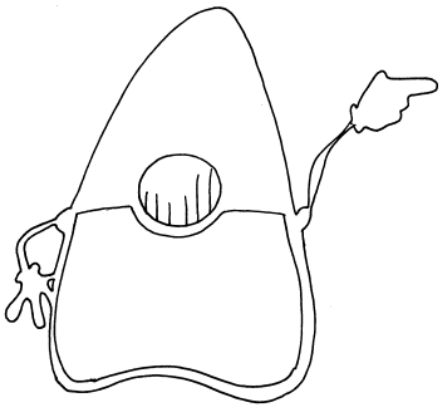
Inferno



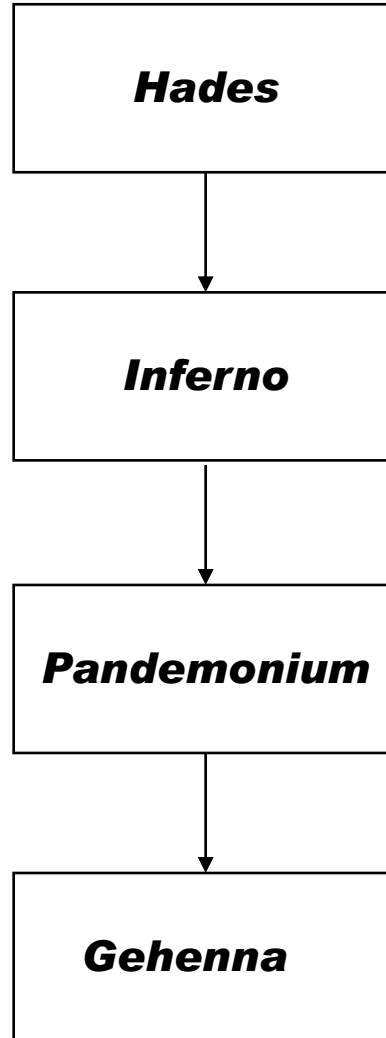
Pandemonium

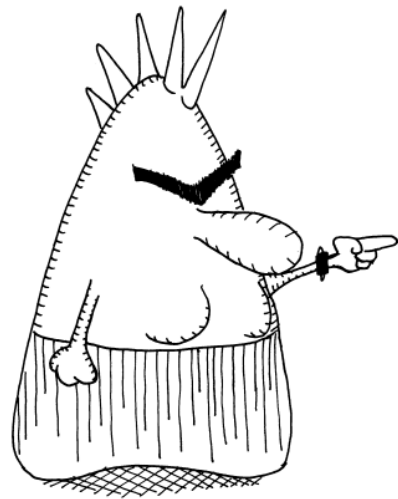


Duke



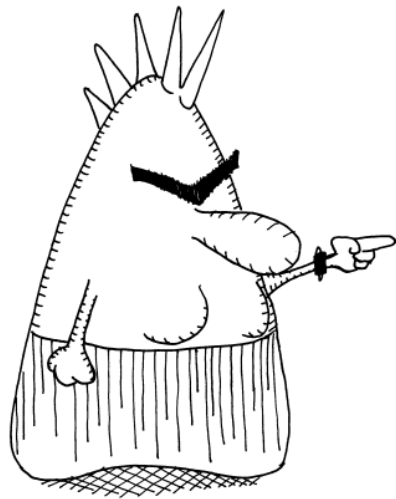
Duke





Puke

Bliss

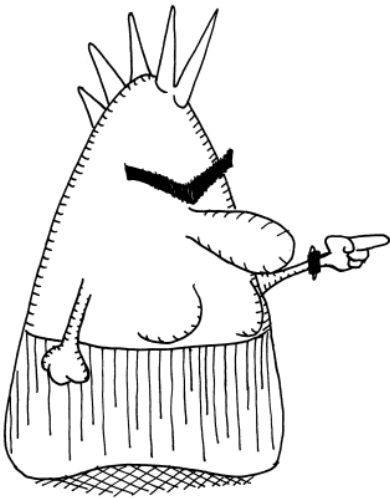


Duke

Time Tracking

WHAT DO WE NEED

***Time
Tracking***

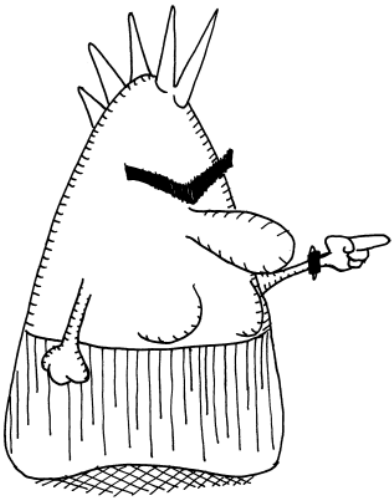


Puke

WHAT DO WE NEED

NOW?

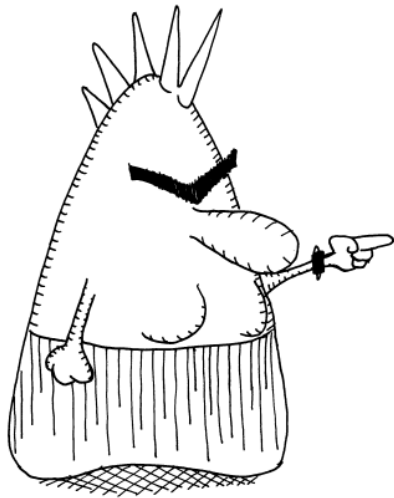
***Time
Tracking***



Puke

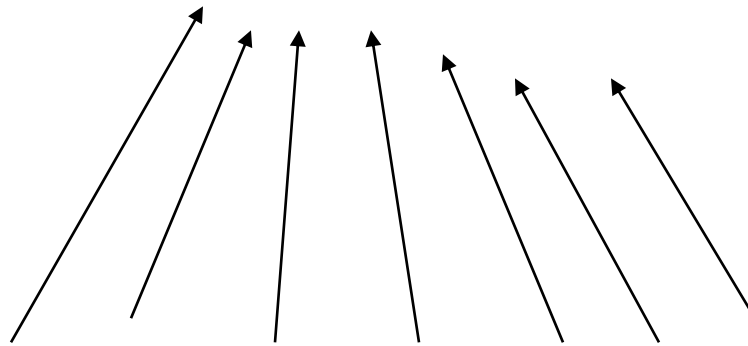
WHAT DO WE NEED

NOW?



Duke

***Time
Tracking***



Isn't this enough at this time?

Think !

DON t FOLLOW

Think!

DON t FOLLOW

Moon travel enabled calendar?

Nuclear plant level of security?

Think!

DON t FOLLOW

Moon travel enabled calendar?

Transaction capability of Fortune 500 bank?

Nuclear plant level of security?

Think !

DON t FOLLOW

Moon travel enabled calendar?

Transaction capability of Fortune 500 bank?

Nuclear plant level of security?

N O W?

Moon travel enabled calendar?

Transaction capability of Fortune 500 bank?

Nuclear plant level of security?

N O W?

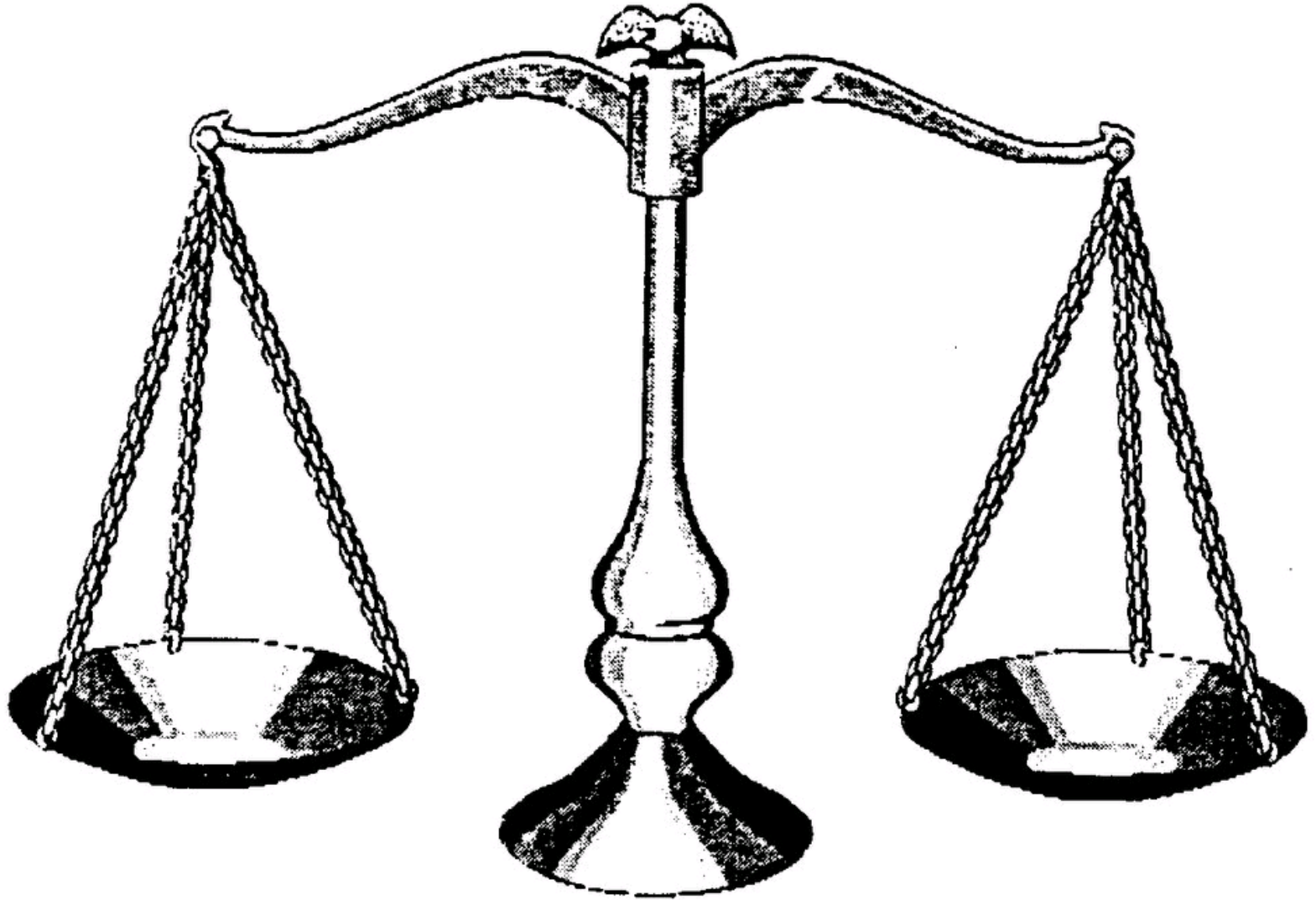
REALLY ?

Moon travel enabled calendar?

Think !

DON t FOLLOW

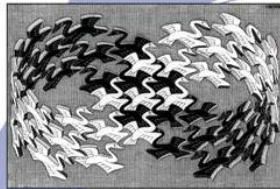
THE BALANCE



Design Patterns

Elements of Reusable
Object-Oriented Software

Erich Gamma
Richard Helm
Ralph Johnson
John Vlissides



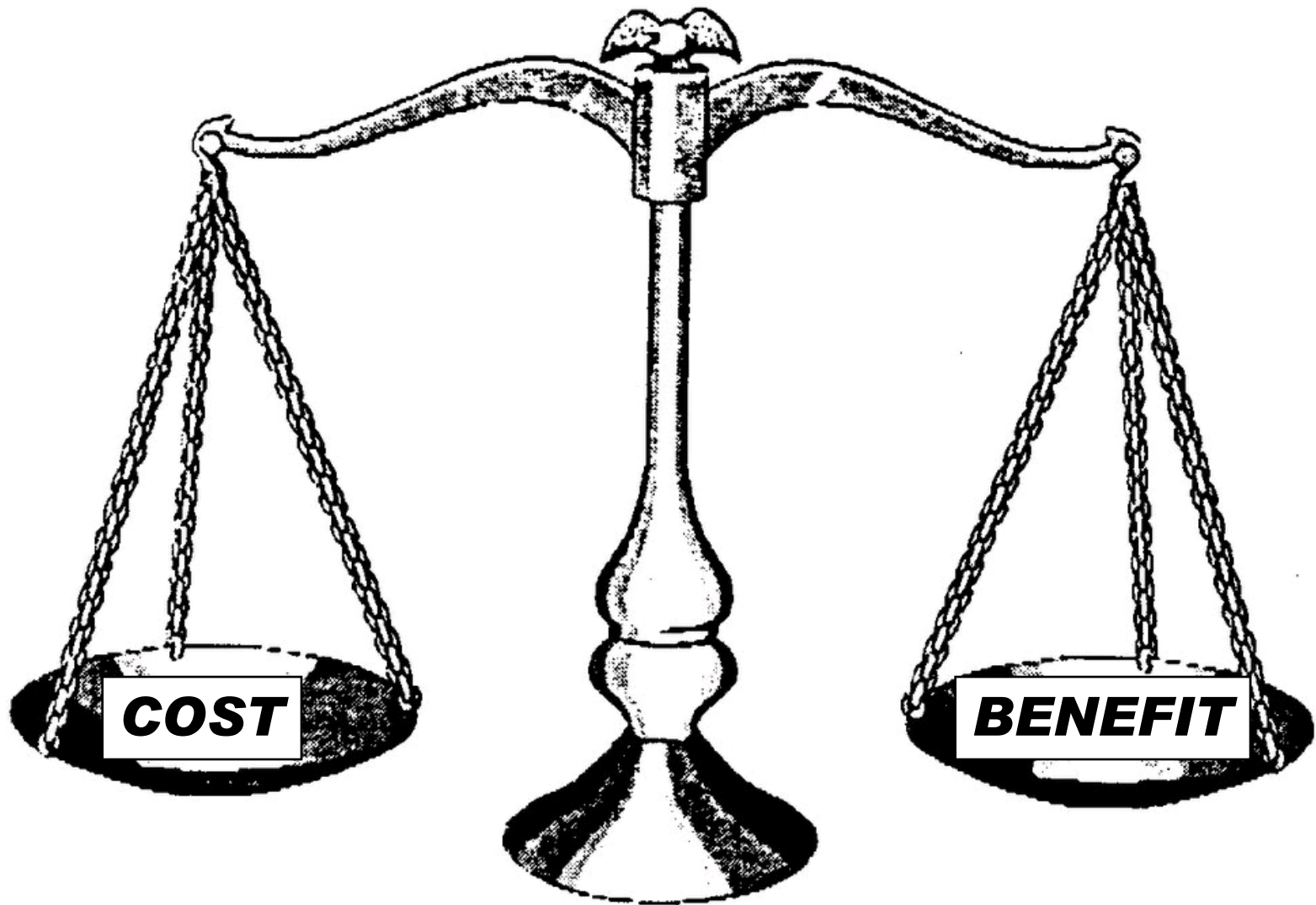
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Foreword by Grady Booch



ADDISON-WESLEY PROFESSIONAL COMPUTING SERIES





Ugly HAcK

= ***Good Enough Solution***

(in many situations yes this is absolutely true!)

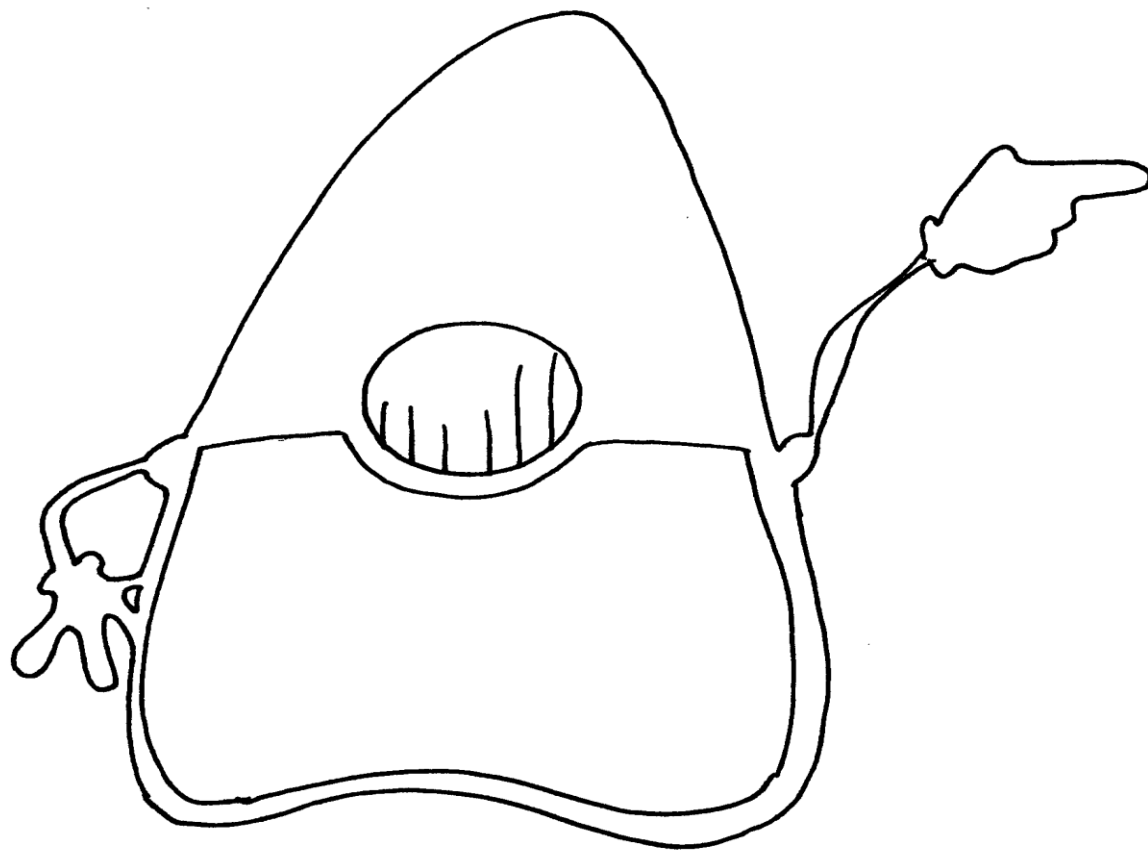
Ugly HAcK

+ Some Decent Refactoring During Times

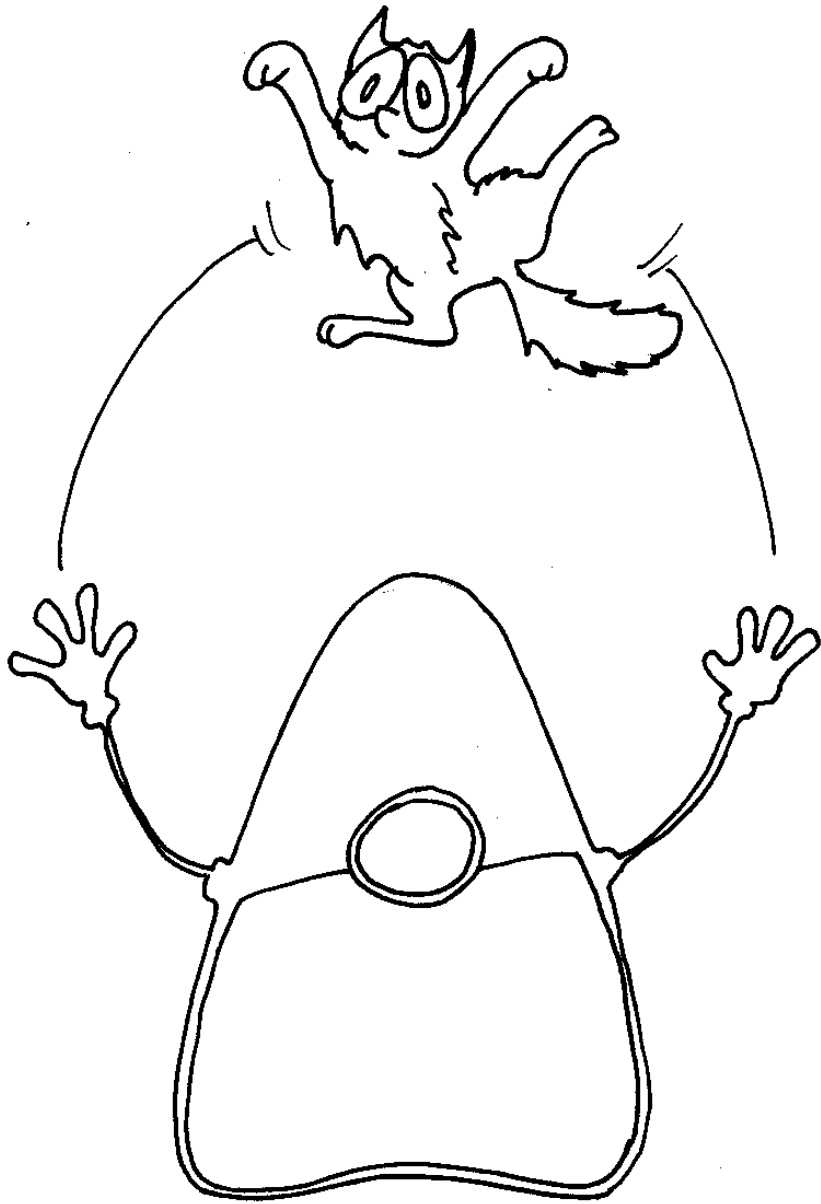
= ***Really Excellent Solution Eventually!***

Think !

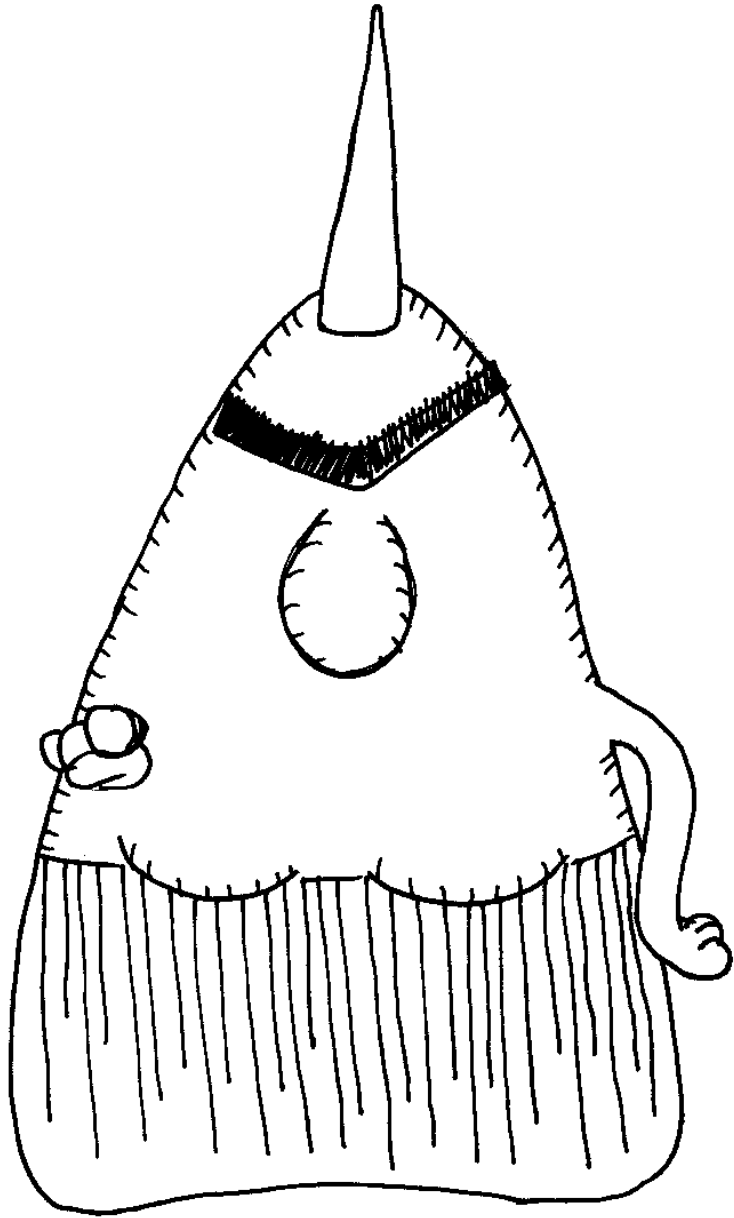
DON t FOLLOW



Duke



Trust the
reference
implementation



TRUST
YOUR
ABILITY!!





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http://jsolutions.se