

ATTENTION
TOUTES LES HISTOIRES QUE
VOUS ALLEZ VOIR SONT VRAIES.
LES TEMOINS, LES OFFICIERS DE
POLICE, DE GENDARMERIE, LES
SCIENTIFIQUES QUE VOUS
ENTENDREZ ONT VECU CES
PHENOMENES ETRANGES.
AUJOURD'HUI CES MYSTERES
SONT ENCORE INEXPLIQUES.

Apprenons de nos erreurs !

A quoi cela correspond?

public class Vehicules

Responsabilités?

```
public Trip createATrip>Description d) {  
    Trip trip = new Trip(d);  
    for (IService s : services) {  
        IObjectWithPrice item = s.find(d);  
        trip.getItems().add(item);  
    }  
    return trip;  
}
```

Responsabilités?

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Responsabilités?

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    for (IService s : services) {  
        IObjectWithPrice item = s.find(d);  
        trip.getItems().add(item);  
    }  
    return trip;  
}  
  
public class Trip{  
  
    private Description desc;  
    private ArrayList<IObjectWithPrice> items = new ArrayList<IObjectWithPrice>();  
  
    public Trip (Description d) {  
        this.desc=d;  
    }  
  
    public Description getDesc() {  
        return desc;  
    }  
  
    public void setDesc(Description desc) {  
        this.desc = desc;  
    }  
  
    public ArrayList<IObjectWithPrice> getItems() {  
        return items;  
    }  
  
    public void setItems(ArrayList<IObjectWithPrice> items) {  
        this.items = items;  
    }  
}
```



Responsabilités?

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public class Trip{  
  
    private Description desc;  
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    public Trip (Description d) {  
        this.desc=d;  
    }  
  
    public Description getDesc() {  
        return desc;  
    }  
  
    public void setDesc(Description desc) {  
        this.desc = desc;  
    }  
  
    public ArrayList<IObjectWithPrice> getItems() {  
        return items;  
    }  
  
    public void setItems(ArrayList<IObjectWithPrice> items) {  
        this.items = items;  
    }  
}
```



Vous avez dit Test?

```
class TravelOrganizerTest {  
  
    IService serviceF , serviceC ;  
    Trip t;  
    TravelOrganizer T0 ;  
  
    @BeforeEach  
    void setUp() throws Exception {  
        ArrayList<Flight> listF = new ArrayList<>();  
        listF.add(new Flight("Belfort"));  
        listF.add(new Flight("Nice"));  
        listF.add(new Flight(100, LocalDate.of(2017, 12, 24), LocalTime.of(7, 45), "Nice", "Calvi"));  
        listF.add(new Flight(150, LocalDate.of(2017, 12, 24), LocalTime.of(9, 30), "Nice", "Paris"));  
        listF.add(new Flight(150, LocalDate.of(2017, 12, 24), LocalTime.of(18, 30), "Paris", "Nice"));  
        serviceF = new FlightService(listF);  
        T0.addService(serviceF);  
  
        ArrayList<Car> listC = new ArrayList<>();  
        listC.add(new Car("1111 AB 06",50));  
        listC.add(new Car("1111 AB 75",100));  
        listC.add(new Car("1111 AB 83",75));  
        serviceC = new CarRentalService(listC);  
        T0.addService(serviceC);  
  
        t = T0.createATrip(new Description(LocalDate.of(2017, 12, 24),  
                                         "Nice",  
                                         "Calvi",  
                                         15));  
    }  
  
    @AfterEach  
    void tearDown() throws Exception {  
    }  
  
    @Test  
    void test() {  
        fail("Not yet implemented");  
    }  
}
```

Vous avez dit Test?

```
class TravelOrganizerTest {  
  
    IService serviceF , serviceC ;  
    Trip t;  
    TravelOrganizer T0 ;  
  
    @BeforeEach  
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        ArrayList<Flight> listF = new ArrayList<>();  
        listF.add(new Flight("Belfort"));  
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        listF.add(new Flight(150, LocalDate.of(2017, 12, 24), LocalTime.of(18, 30), "Paris", "Nice"));  
        serviceF = new FlightService(listF);  
        T0.addService(serviceF);  
  
        ArrayList<Car> listC = new ArrayList<>();  
        listC.add(new Car("1111 AB 06",50));  
        listC.add(new Car("1111 AB 75",100));  
        listC.add(new Car("1111 AB 83",75));  
        serviceC = new CarRentalService(listC);  
        T0.addService(serviceC);  
  
        t = T0.createATrip(new Description(LocalDate.of(2017, 12, 24),  
                                         "Nice",  
                                         "Calvi",  
                                         15));  
    }  
  
    @AfterEach  
    void tearDown() throws Exception {  
    }  
  
    @Test  
    void test() {  
        fail("Not yet implemented");  
    }  
}
```



Duplicated Code...

```
public abstract class Vehicule implements Machine{
    protected String immatriculation;
    protected int poidsVide;
    protected int charge;
    protected int horsePower = 15;

    public int getHorsePower() {
        return horsePower;
    }

    public abstract int calculVitesse();
    public abstract int chargeMax();
    public abstract int vitesseMaxMin();
    public int getCharge() {
        return charge;
    }

    public void setCharge(int charge) throws Exception {
        if (charge > chargeMax() || charge < 0) throw new
Exception("La charge doit tre comprise entre 0 et " +
chargeMax());
        this.charge = charge;
    }
    @Override
    public String toString() {
        return "Vehicule [immatriculation=" +
immatriculation + ", poidsVide=" + poidsVide + ",
charge=" + charge
            + ", Vitesse=" + calculVitesse() + ",
chargeMax()=" + chargeMax() + "]";
    }

    public int getPoids(){
        return poidsVide + charge;
    }
}
```

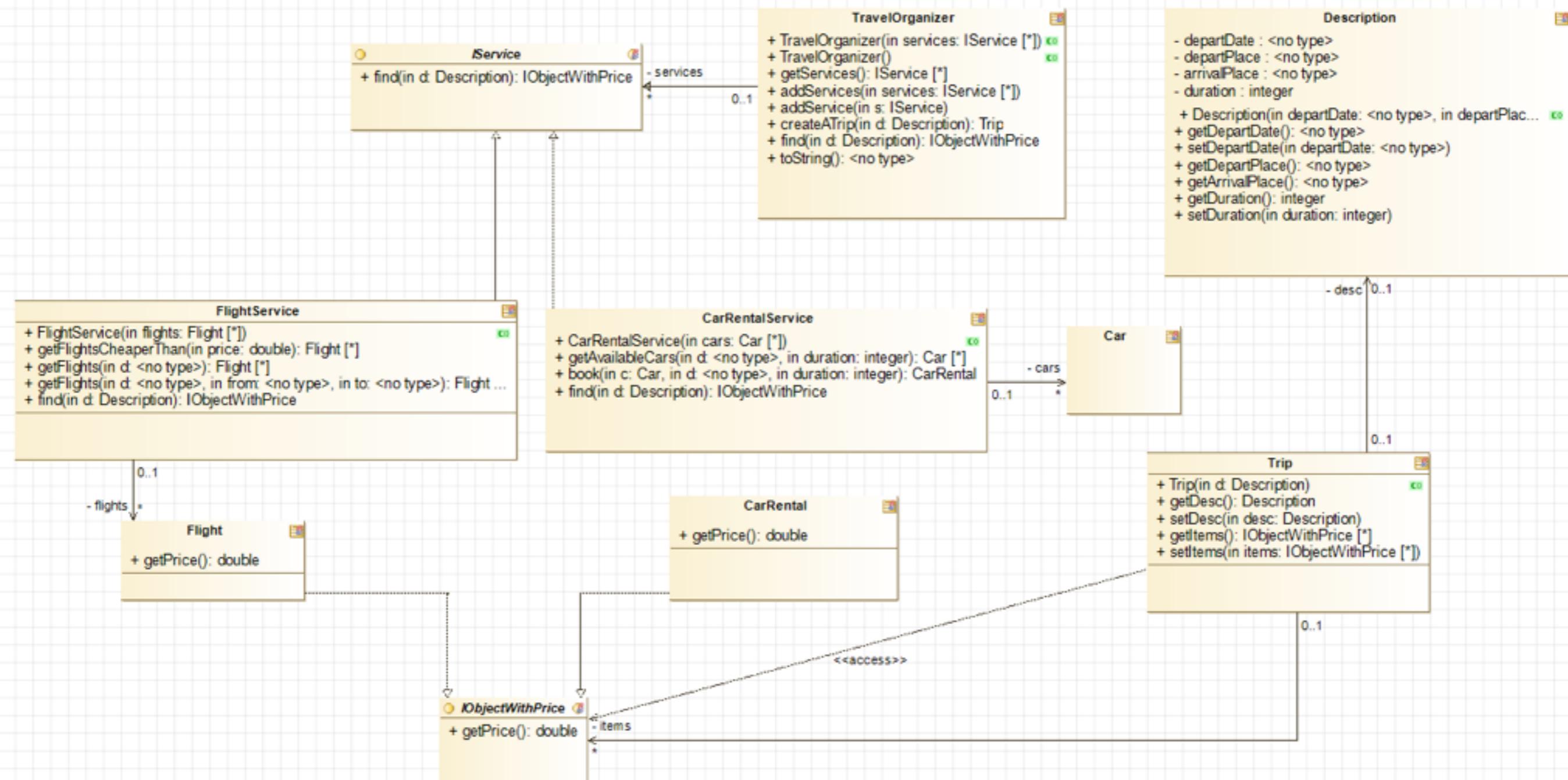
```
public class VoitureSansPermis extends Vehicule {
    public VoitureSansPermis(String s){
        poidsVide = 1;
        charge = 0;
        immatriculation = s;
    }
    public int chargeMax(){
        return 0;
    }

    public int calculVitesse(){
        return 50;
    }

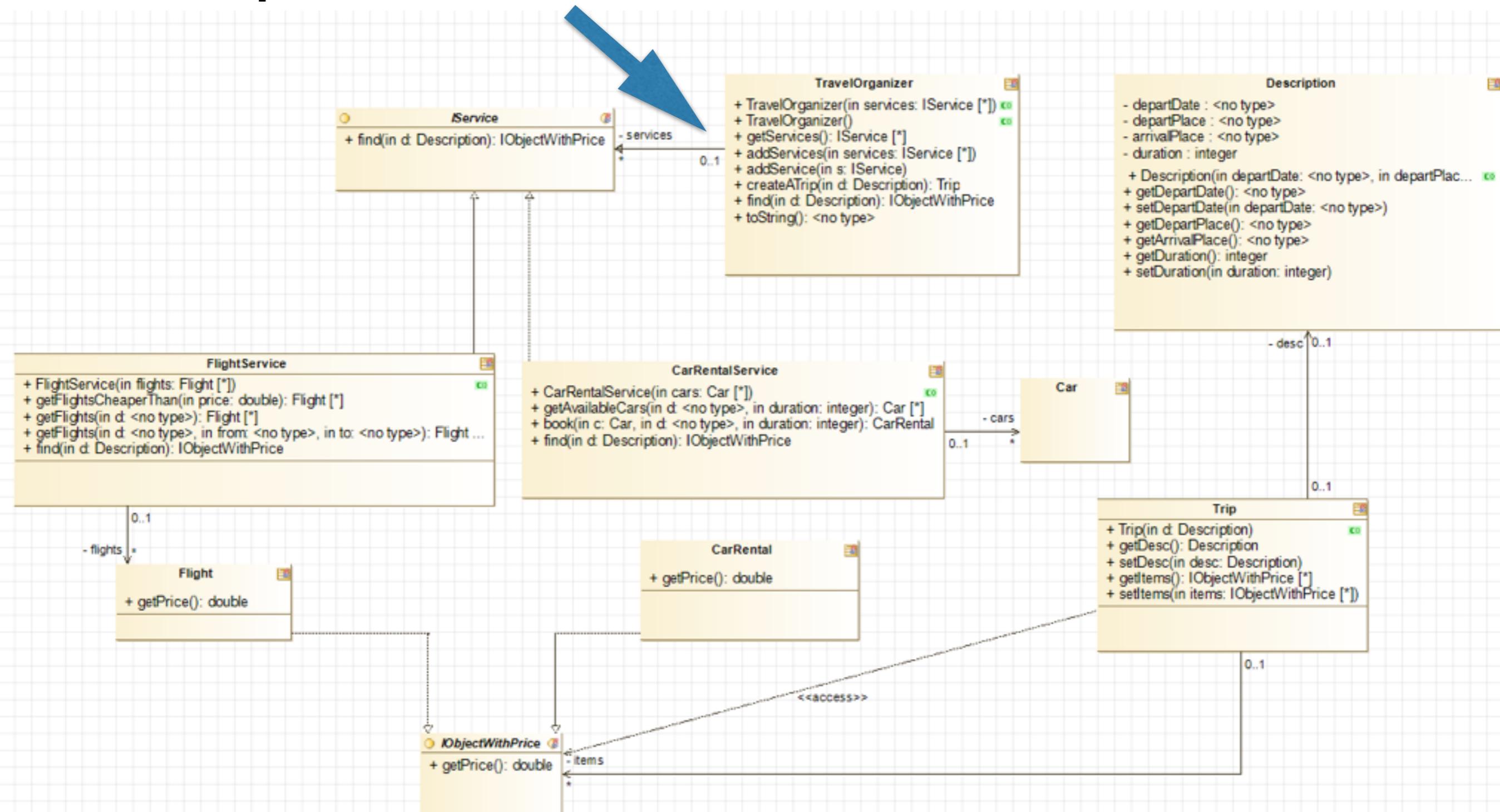
    @Override
    public int vitesseMaxMin() {
        return 50;
    }

    public class CamionCiterne extends Vehicule {
        public CamionCiterne(String s){
            poidsVide = 3;
            charge=0;
            immatriculation = s ;
        }
        public CamionCiterne(String s, int charge)
throws Exception{
            if (charge > chargeMax() || charge < 0) throw
new Exception("La charge doit tre comprise entre 0
et " + chargeMax());
        }
    }
}
```

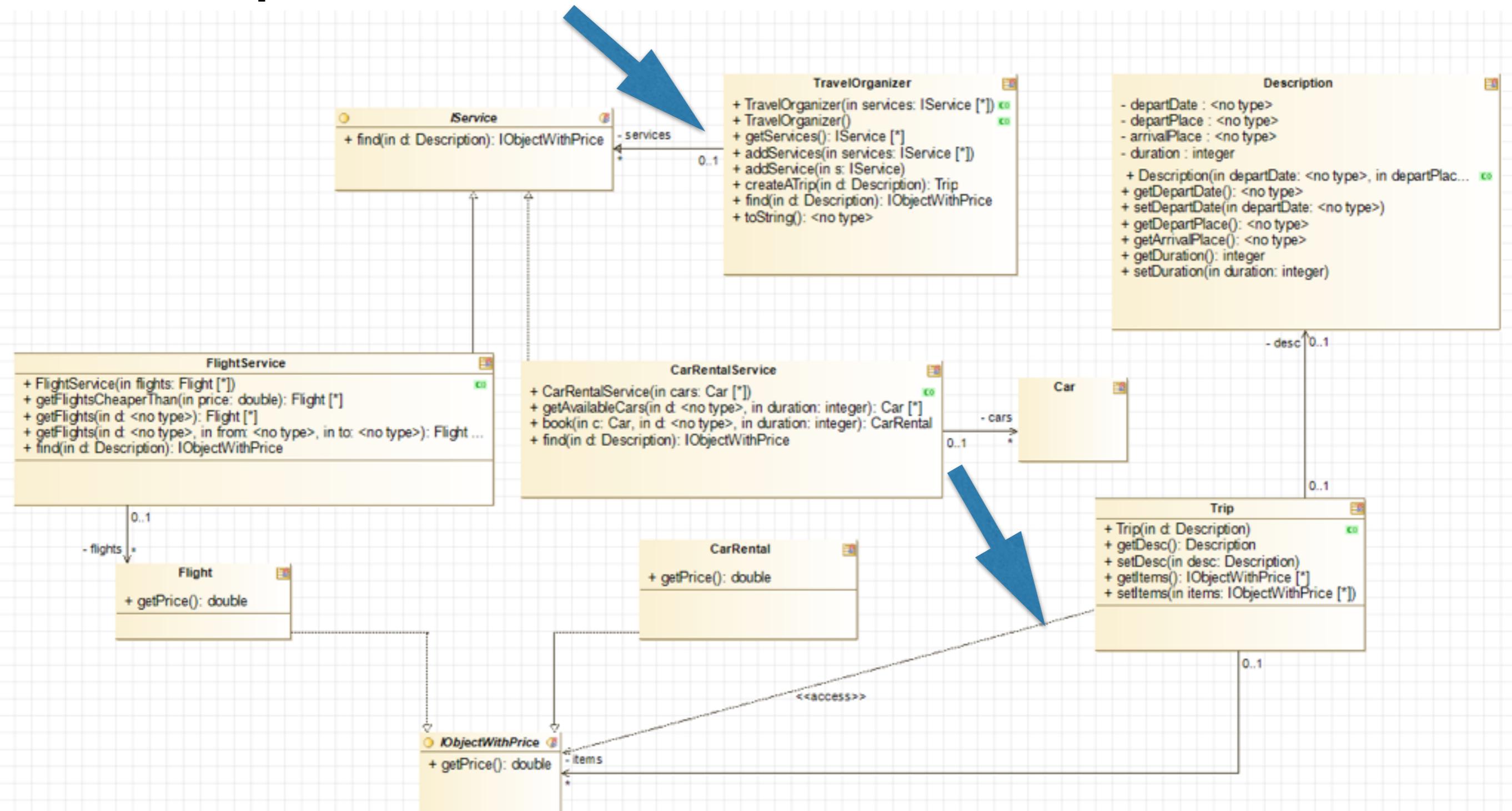
Implémenter ce modèle..



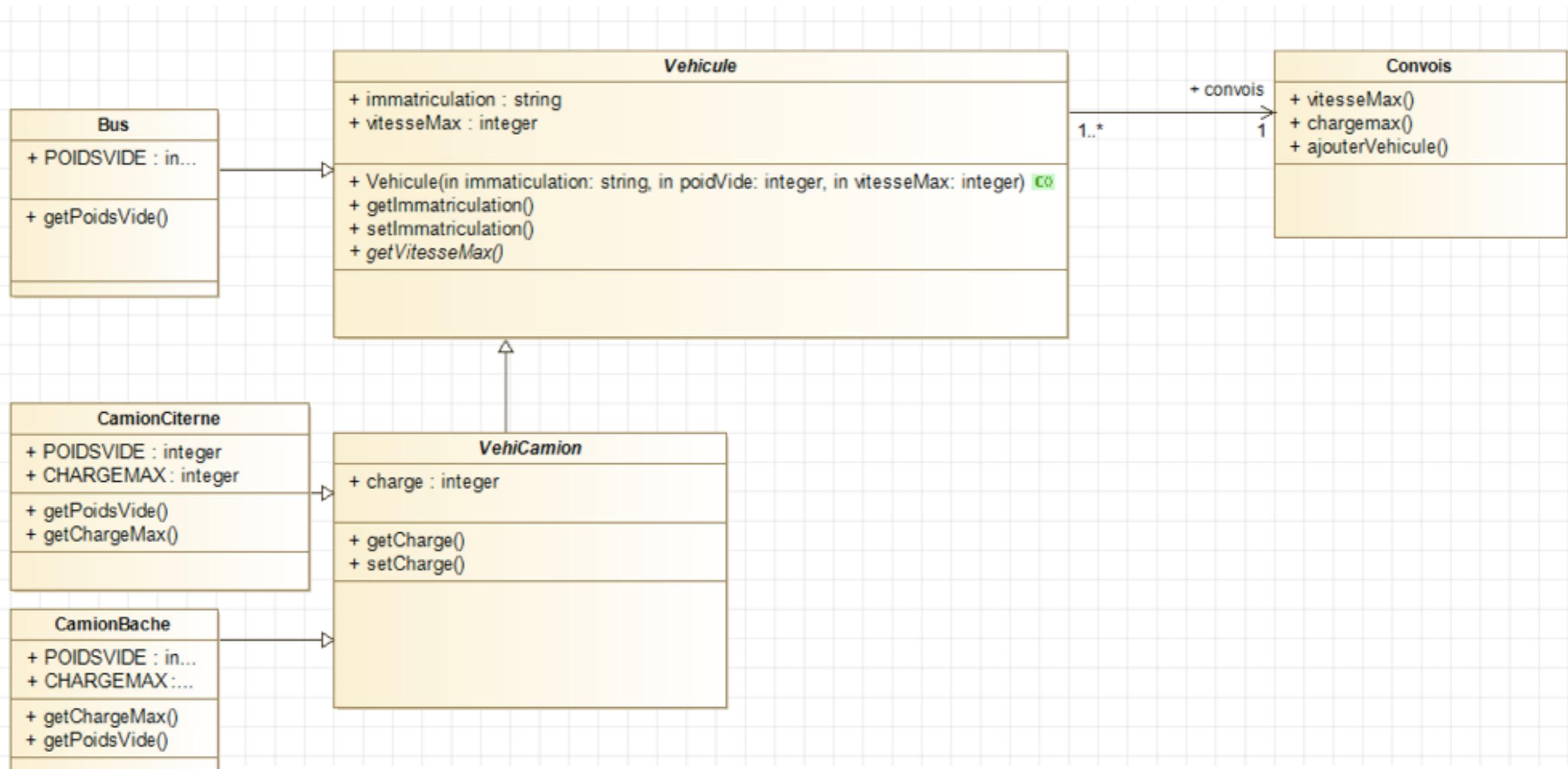
Implémenter ce modèle..



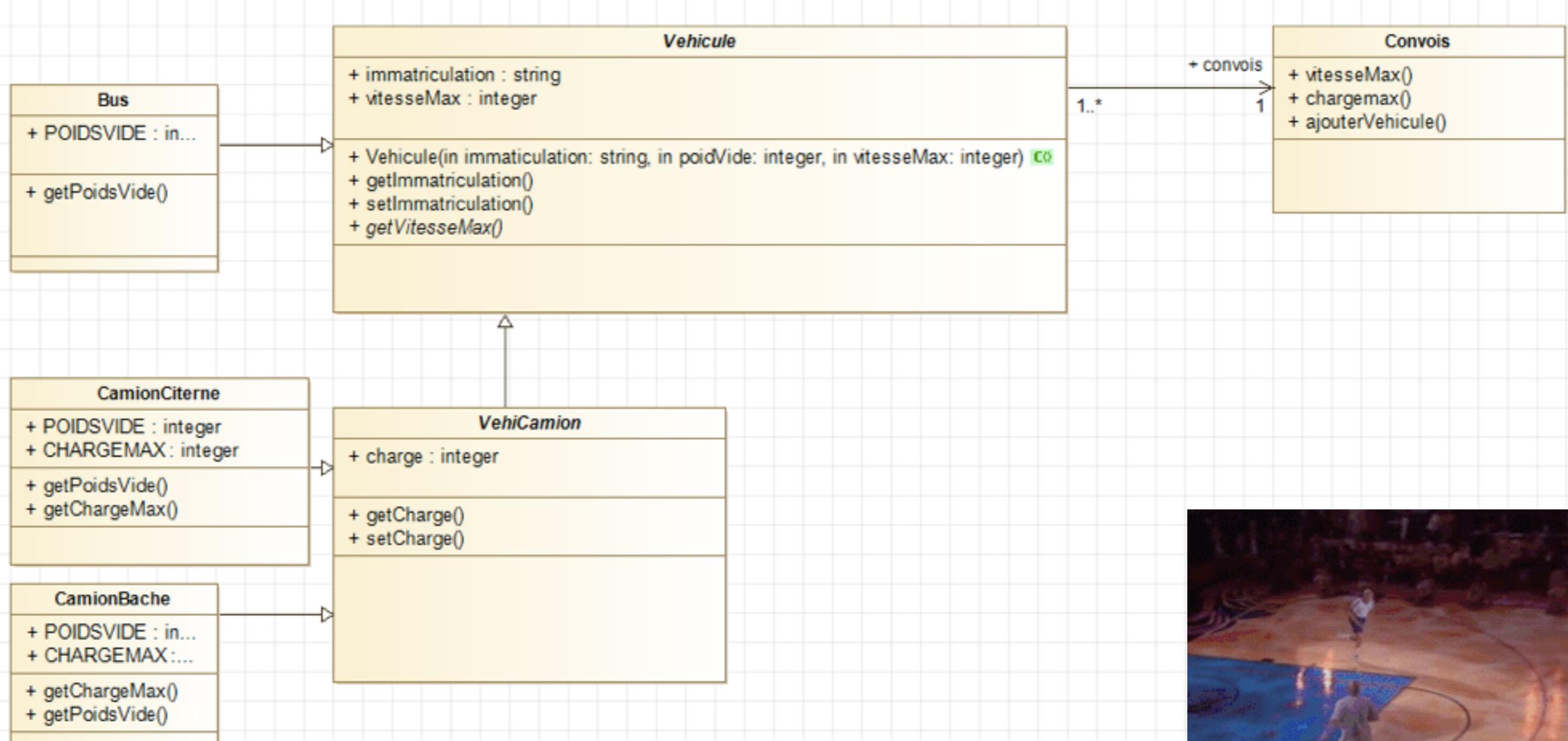
Implémenter ce modèle..



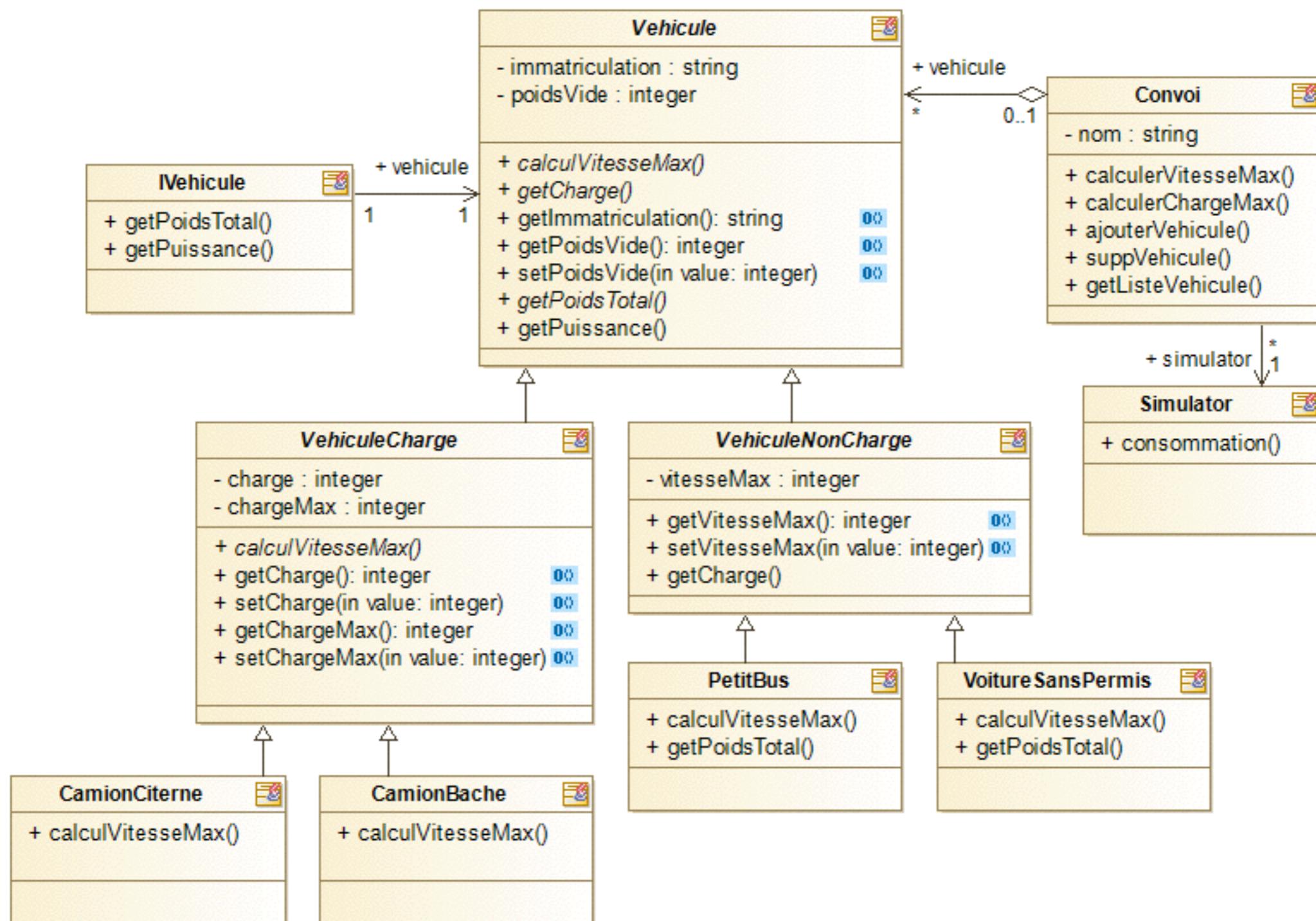
Implémenter « Convois »



Implémenter « Convois »



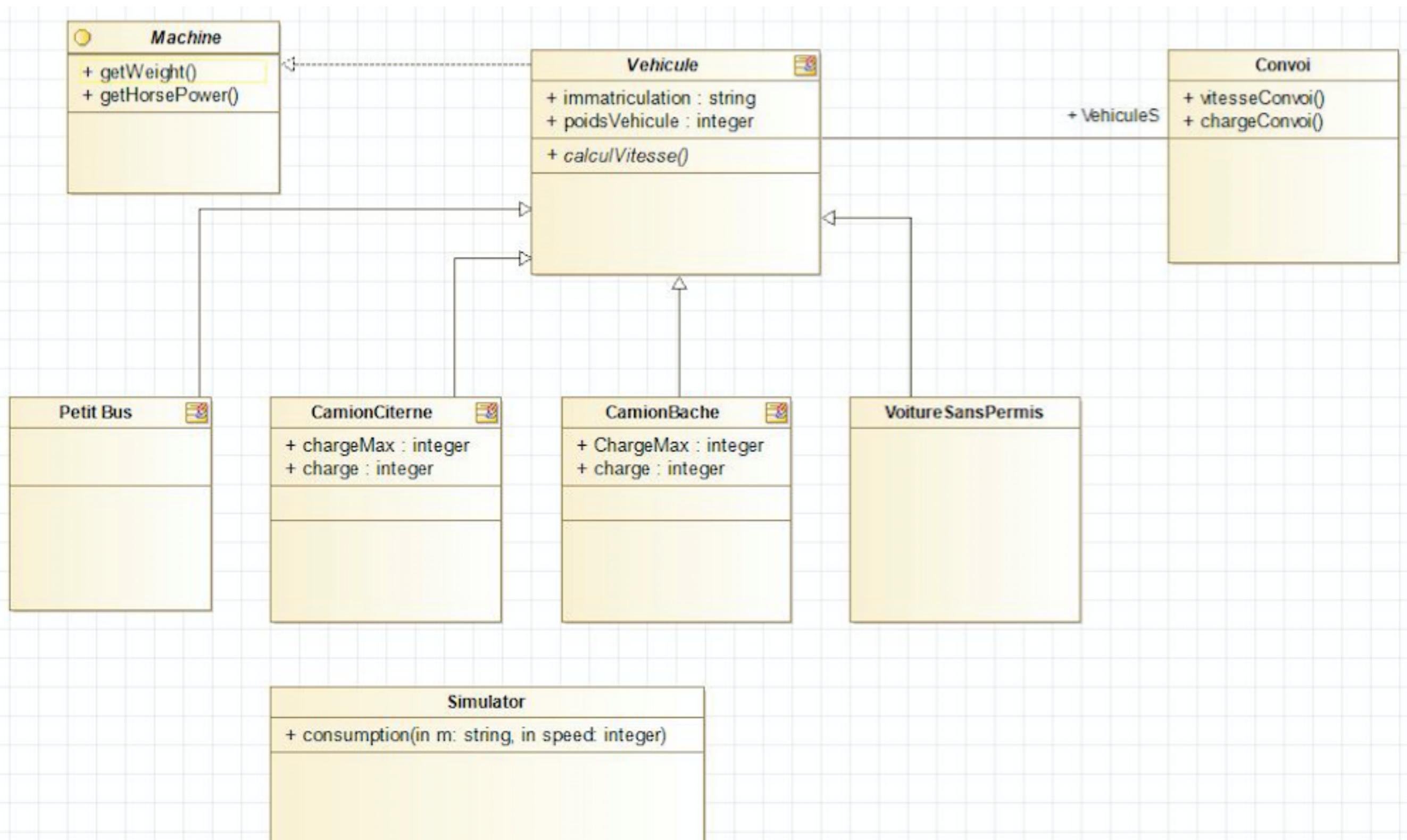
Que devez-vous implémenter pour (I)Vehicule?



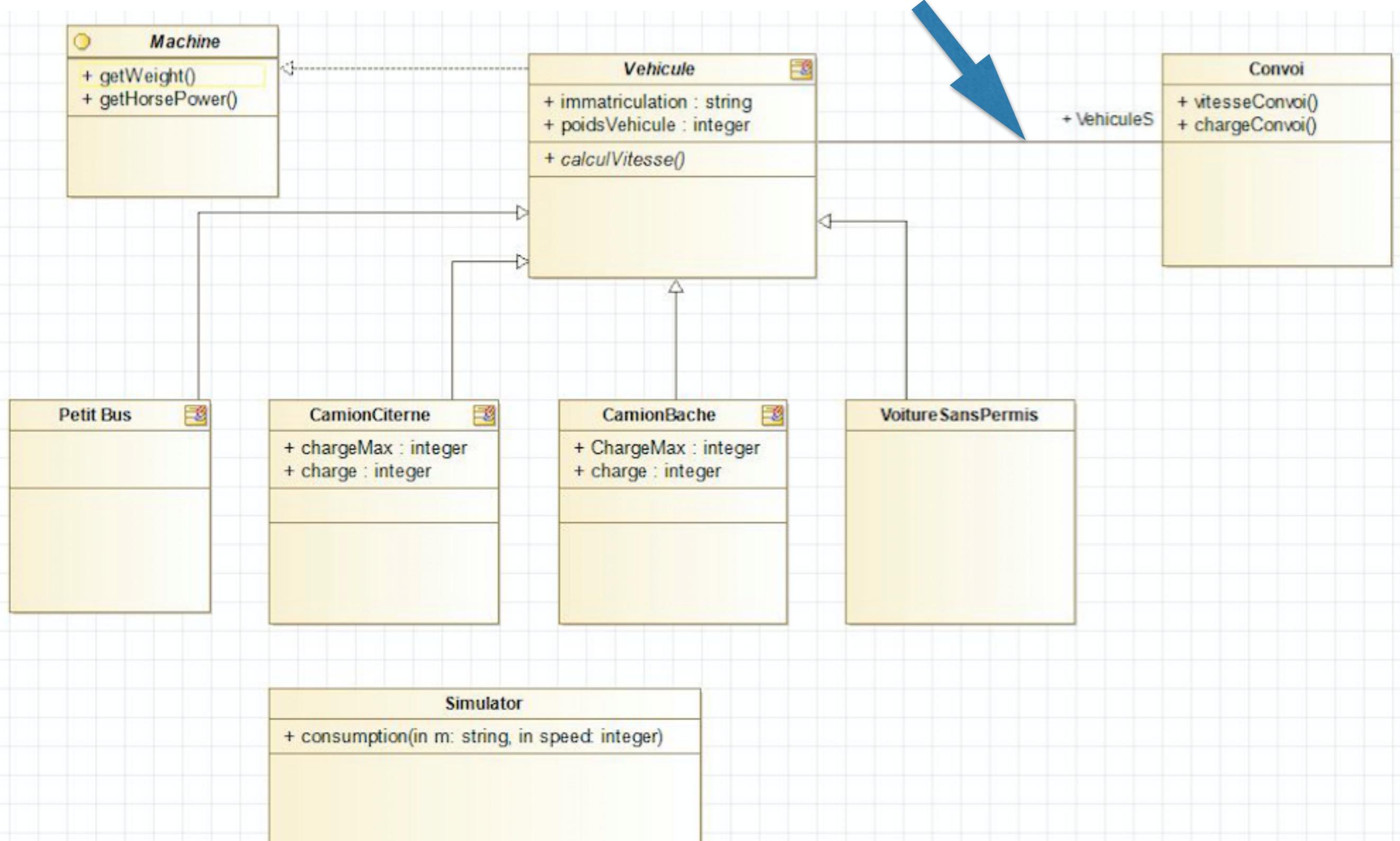
Correspondance ?

```
public interface IVehicule {  
    int getPoidsTotal();  
    int getPuissance();  
}  
  
Public abstract class Vehicule implements IVehicule{  
    private String immatriculation;  
    private int poidsVide;  
  
    public Vehicule(String imm) {  
        this.immatriculation = imm;  
    }  
  
    public abstract int calculVitesseMax();  
    public abstract int getCharge();  
    public abstract int getPoidsTotal();  
  
    public int getPuissance() {  
        return 100;  
    }  
  
    public String getImmatriculation()  
    {  
        return this.immatriculation;  
    }  
  
    public int getPoidsVide()  
    {  
        return this.poidsVide;  
    }  
  
    public void setPoidsVide(int poids)  
    {  
        this.poidsVide = poids;  
    }  
}
```

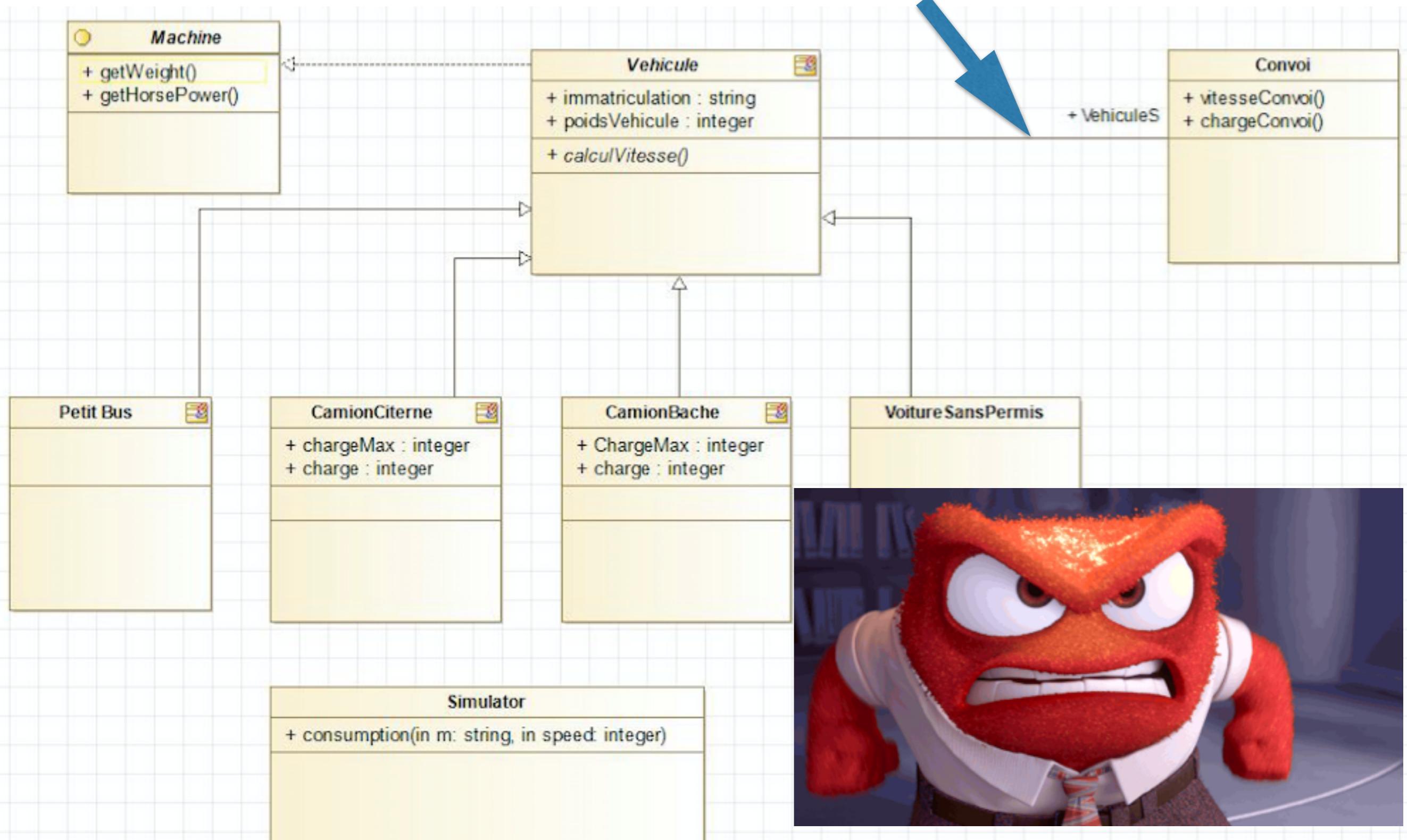
Ok, on implémente

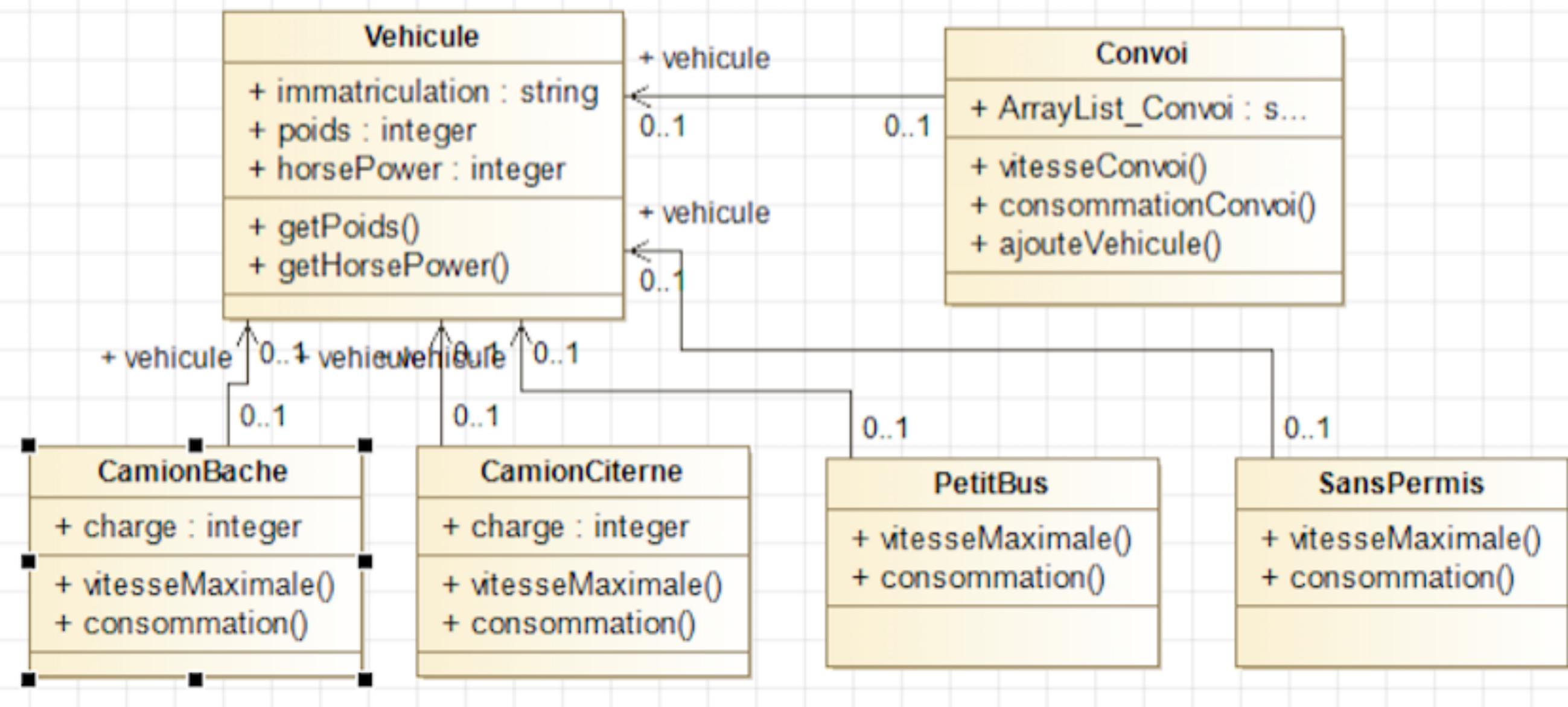


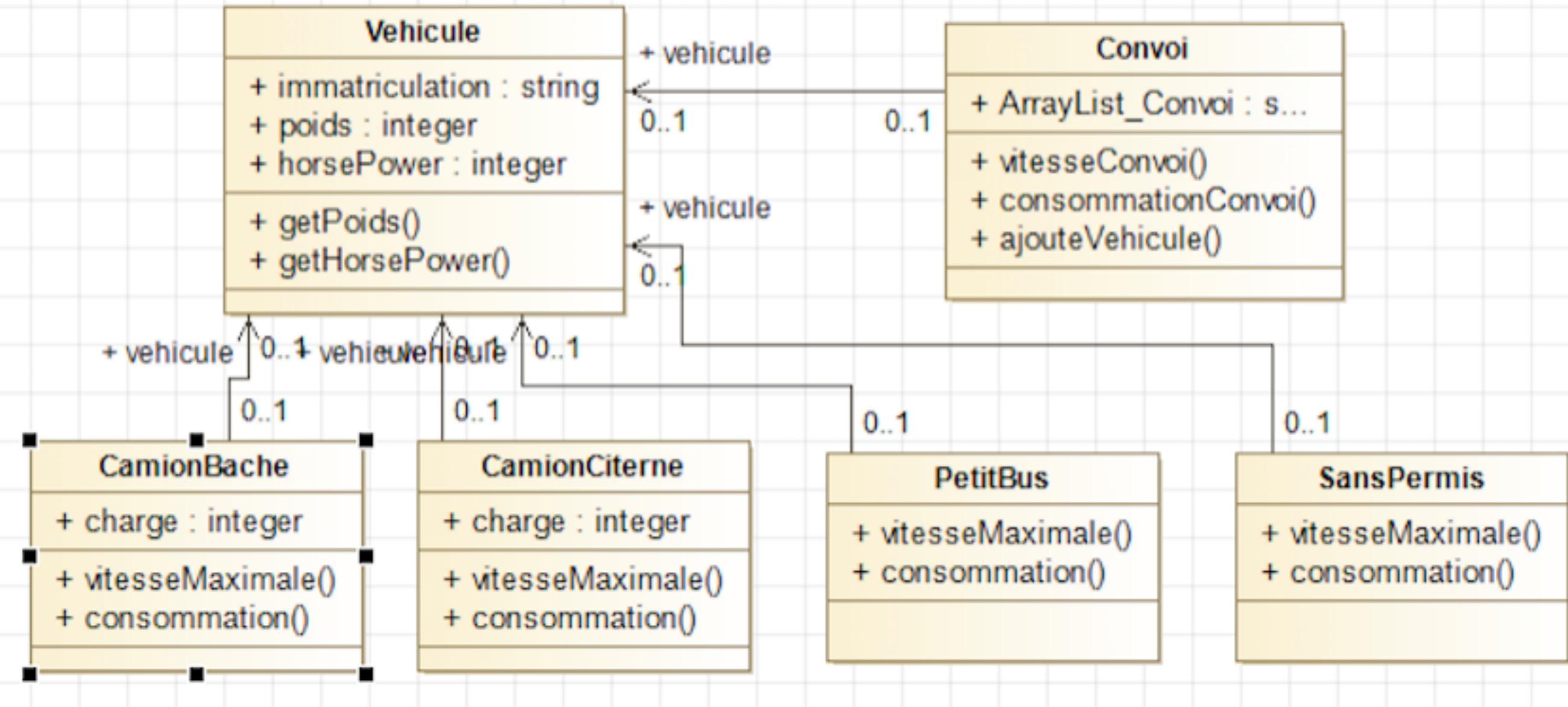
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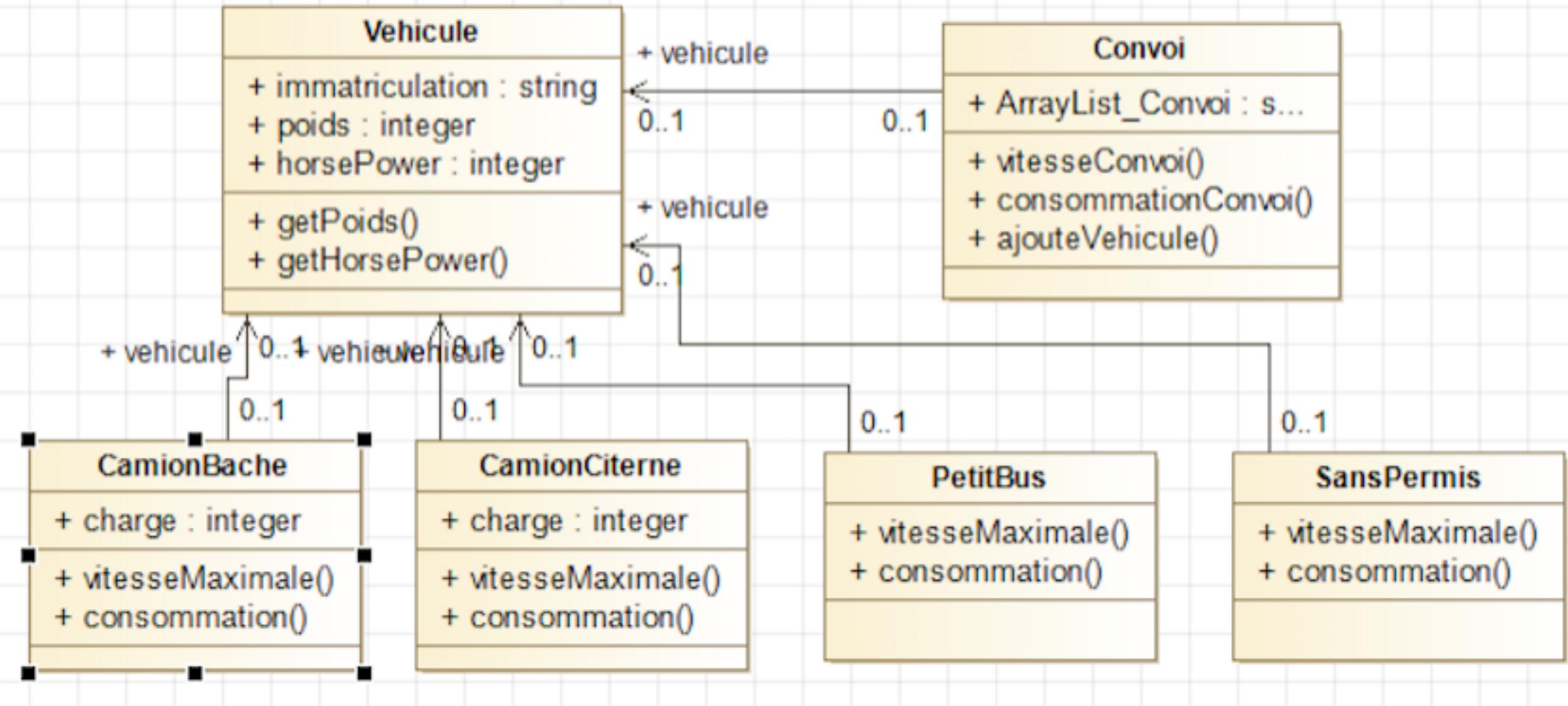






```

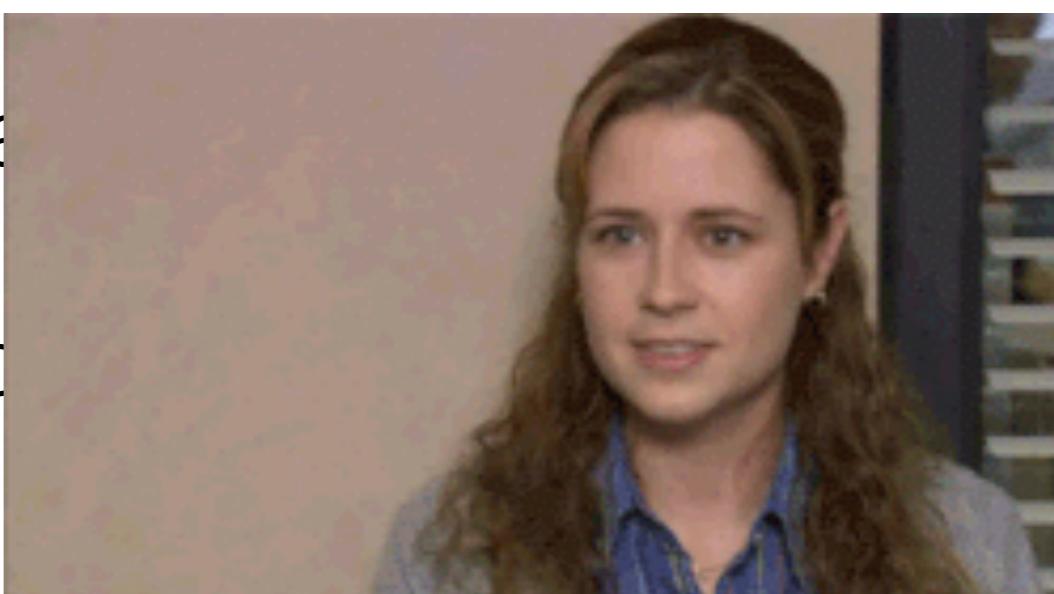
public class CamionBache extends Vehicules {
    private int charge;
    public CamionBache(String _immatriculation,int _charge,
int _horsePower){
        super(_immatriculation,5,_horsePower);
        charge = _charge;
    }
}
  
```



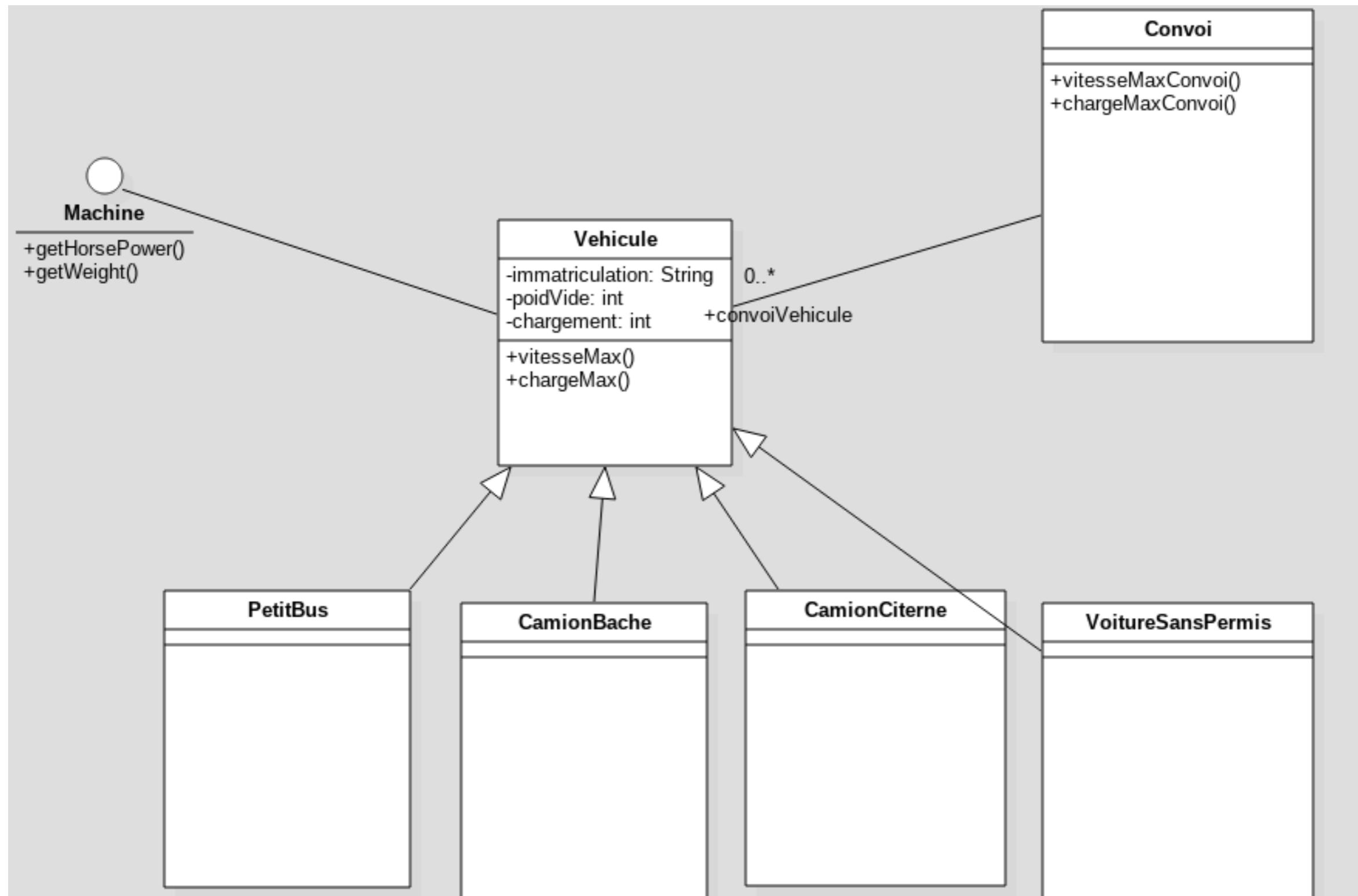
```

public class CamionBache extends Vehicules {
    private int charge;
    public CamionBache(String _immatriculation, int _poids, int _horsePower) {
        super(_immatriculation, 5, _horsePower);
        charge = _charge;
    }
}

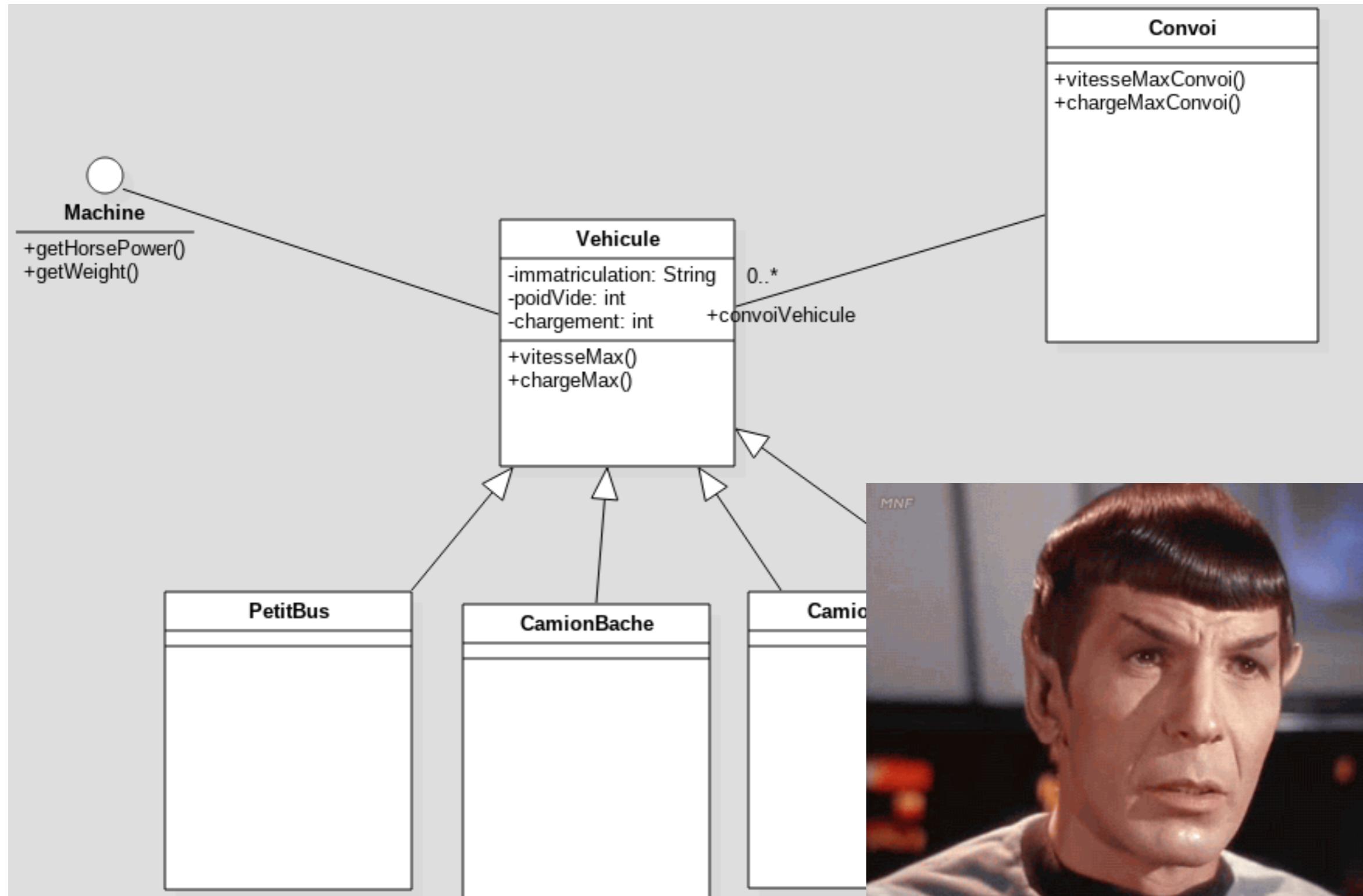
```



Quelle relation entre Vehicule et convoi?



Quelle relation entre Vehicule et convoi?



Et si on parlait de complexité/optimisation

```
public int calculerVitesseMax() {  
    Vehicules vehiculeActuel = vehicules.get(0);  
    for(int i=1; i<vehicules.size(); i++) {  
        if(vehicules.get(i).vitesseMax() < vehiculeActuel.vitesseMax()) {  
            vehiculeActuel = vehicules.get(i);  
        }  
    }  
    return vehiculeActuel.vitesseMax();  
}
```

Et si on parlait de complexité/optimisation

```
public int calculerVitesseMax() {  
    Vehicules vehiculeActuel = vehicules.get(0);  
    for(int i=1; i<vehicules.size(); i++) {  
        if(vehicules.get(i).vitesseMax() < vehiculeActuel.vitesseMax()) {  
            vehiculeActuel = vehicules.get(i);  
        }  
    }  
    return vehiculeActuel.vitesseMax();  
}
```

Combien de fois la méthode vitesseMax() est-elle invoquée ? est-ce indispensable ? Cohérent ?

Et si on parlait de complexité/optimisation

```
public int calculerVitesseMax() {  
    Vehicules vehiculeActuel = vehicules.get(0);  
    for(int i=1; i<vehicules.size(); i++) {  
        if(vehicules.get(i).vitesseMax() < vehiculeActuel.vitesseMax()) {  
            vehiculeActuel = vehicules.get(i);  
        }  
    }  
    return vehiculeActuel.vitesseMax();  
}
```

Combien de fois la méthode vitesseMax() est-elle invoquée ? est-ce indispensable ? Cohérent ?



```
package vehicles;  
public abstract class VehiculeTransport extends Vehicule {
```

```
    public void set_Charge(int c) throws Throwable{  
        if(c < 0 || c > 100)  
            throw new IllegalArgumentException("Charge must be between 0 and 100");  
        charge = c;  
    }
```

Ok... Try ... v.set_Charge... Catch ?....

```
package vehicles;  
public abstract class VehiculeTransport extends Vehicule {
```

```
    public void set_Charge(int c) throws Throwable{  
        if(c < 0 || c > 100)  
            throw new IllegalArgumentException("Charge must be between 0 and 100");  
        else  
            charge = c;
```

```
package vehicules;
public abstract class VehiculeTransport extends Vehicule {

    private int charge;
    private int chargeMax;

    public VehiculeTransport(String imm, int p, int c) {
        set_Immatriculation(imm);
        set_PoidsVide(p);
        chargeMax = c;
    }

    public int get_Charge() {
        return charge;
    }

    public void set_Charge(int c) throws Throwable{
        if(c>=0 && c < chargeMax)
            charge = c;
        else throw new Throwable("Charge invalide\n");
    }
}
```

```
package vehicles;
public abstract class VehiculeTransport extends Vehicule {

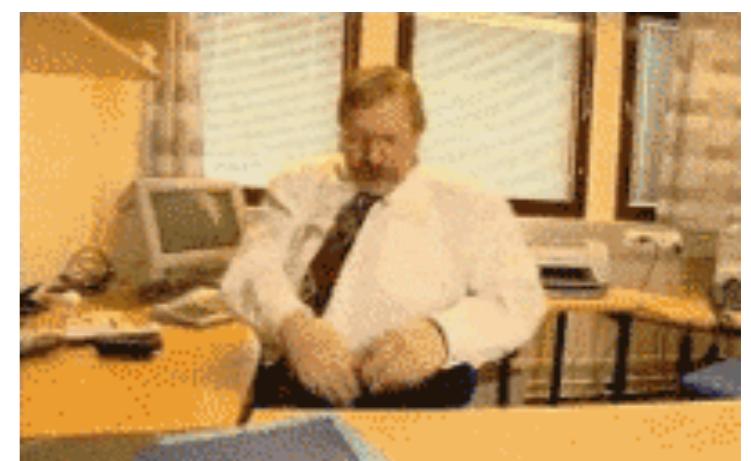
    private int charge;
    private int chargeMax;

    public VehiculeTransport(String imm, int p, int c) {
        set_Immatriculation(imm);
        set_PoidsVide(p);
        chargeMax = c;
    }

    public int get_Charge() {
        return charge;
    }

    public void set_Charge(int c) throws Throwable{
        if(c>=0 && c < chargeMax)
            charge = c;
        else throw new Throwable("Charge invalide\n");
    }

}
```



A ne pas faire !

- NE PAS Livrer les exécutables!
- Attention aux relations implements et héritage ce n'est pas pareil !!!
Apprenez UML!
- N'oubliez pas d'ôter les commentaires "inutiles" tels que ceux générés surtout quand vous avez écrit le code.
- Ne laissez pas de `Println` ...
- METTEZ LES ROLES!!!
- NOMMEZ MIEUX VOS VARIABLES CE SERA PLUS SIMPLE

