

# DESIGN PATTERN FORMALIZATION IN JAVA

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Number of students: 1-2

## OBJECTIVES

To define a formalism for design patterns independently of the solutions they propose (for example, in terms of roles and of constraints among these roles) and to implement a prototype-tool that allow to instantiate the design patterns and to generate the result of this instantiation in XML.

(This Spec-Train is possible preceded by a Capita-Selecta.)

## ENVIRONNEMENT

**(Machine, soft, books, programming language, analysis and design methods...)**

- Machine: PC.
- Operating system: Windows 98/NT/2000...
- Software:
  - IBM Visual Age for Java v4.0 (provided).
  - IBM/OTI Eclipse (provided).
  - A CASE-Tool (for example, Rational Rose, Argo UML...) (provided).
- Good knowledge of the Java programming language.
- Good knowledge of the design patterns.
- Analysis and design notation: UML.
- Design method to discuss.