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Every OOP programmer knows how hard it is sometimes to keep track of your OOP world

To take into consideration:
Design-Patterns, encapsulation,
maintainability, efficiency, and a lot
more...

NOT an easy task



A live link to GitHub projects

No need to copy tens of files.

No need to forget to update changes

No need to create an account.

Just log in with GitHub.



An adjusted Al assistant

programmed to identify and look for OOP improvements, design pattern, and more...

A smart and interactive UML grpah

To give you a bright and visual structure for your OOP project.

CODE ARCHITECT

HOW THIS IS WORKES

After login
And choosing
a project from
GitHub

We will analyze and compress the project to a small textual struct

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The AI will learn your structure and create ideas for improments

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By pressing one of the ideas, the AI will drill down to give more specific information

The AI will learn your structure and create ideas for improments

We will analyze and compress the project to a small textual struct

By pressing one of the ideas, the AI will drill down to give more specific information

Meanwhile, we will create for you the UML with all the necessery details

The AI will learn your structure and create ideas for improments

LET'S LOOK AT OUR ACADEMIC STRUCTURE

What are the classes we need:



COURSE

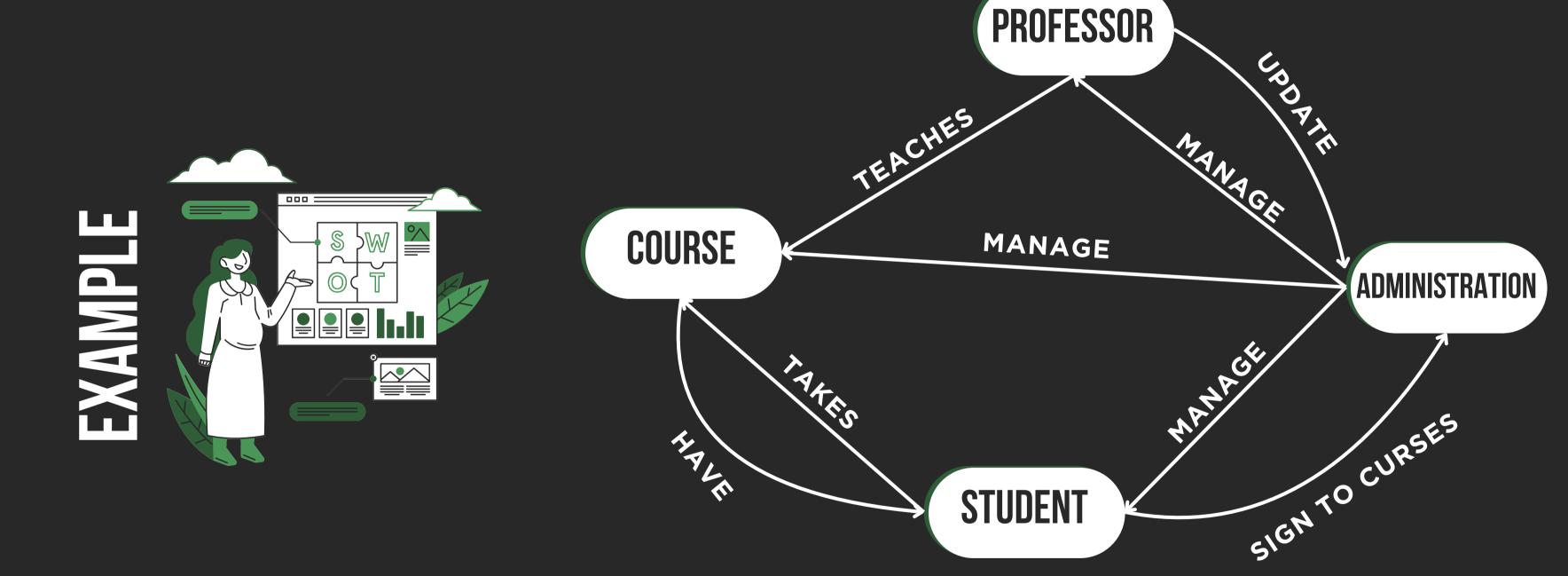
PROFESSOR

MANAMGENT

DATABASE



LET'S LOOK AT OUR ACADEMIC STRUCTURE



WHAT WE ARE SEE HERE:

As in UML: vertex = class

edge = connection
between two class

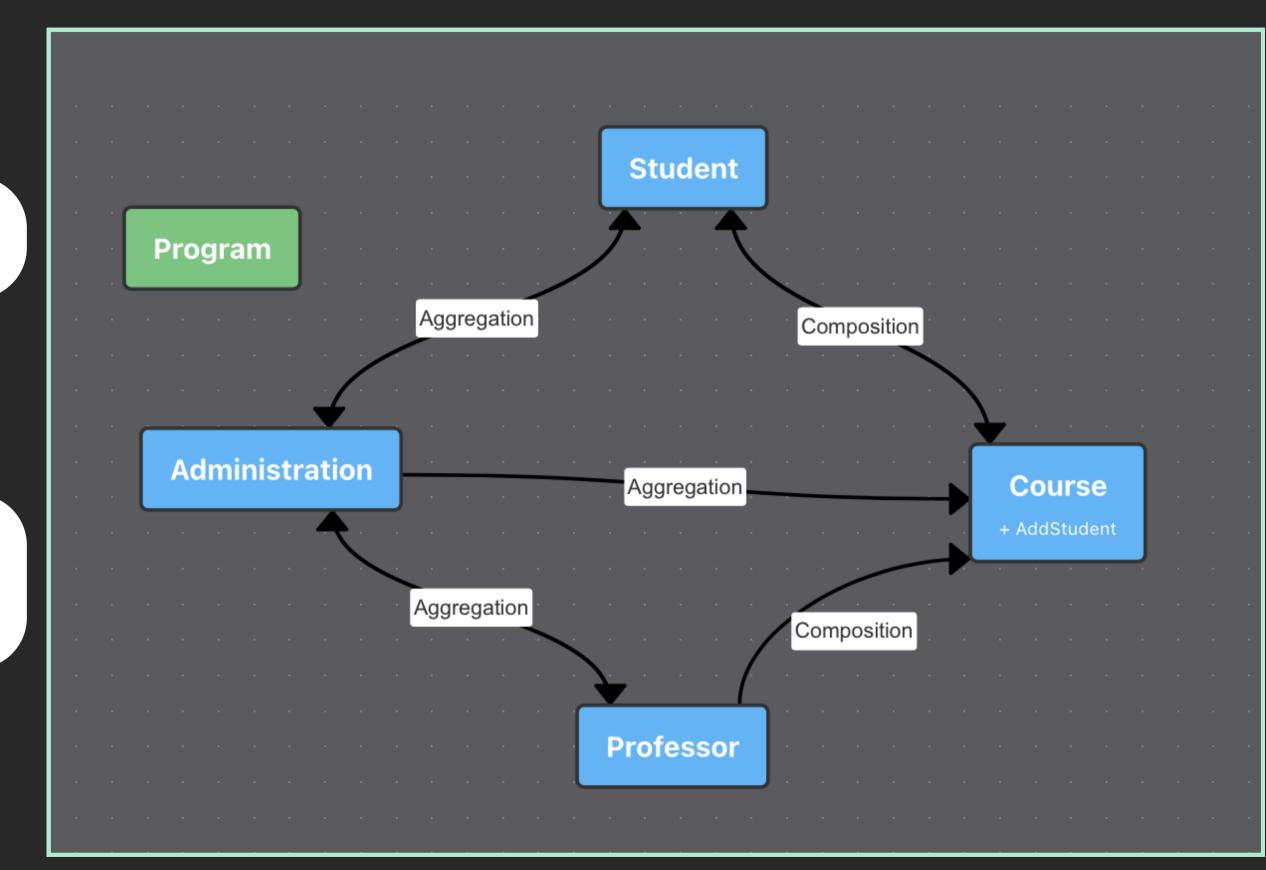
double line = circle

Each color = same File

There 4 kinds of connections:

Usage
Aggregation
Composition
Heritage

The vertices can move as the user wants to make his own unique order



Hello! I'm your architect AI Assistance!

I went over your code and I have some suggestions for you.

Design Patterns

Facade Pattern The `Administration` class aggregates `Course`, `Student`, and `Professor`. This class could serve as a facade to simplify interactions with these underlying classes for higher-level clients.

Observer Pattern If there are scenarios where `Professor` and `Student` need to be notified about changes in `Course`, consider the Observer Pattern. This can help keep objects in sync without tightly coupling them.

Composite Pattern The relationships between `Course`, `Student`, and `Professor` can benefit from the Composite Pattern if these entities need to be treated uniformly. For example, if a `Course` can contain multiple `Modules`, then both can be treated as composite objects.

OOP Principles

Encapsulation Since all classes are public, ensure that their internal state is encapsulated and accessed through appropriate getter and setter methods. Avoid exposing internal data directly through public fields.

Single Responsibility Principle Ensure that each class has a single responsibility. For example, `Course` should manage course-specific details, `Student` should manage student-specific details, and so on.

Dependency Inversion The `Administration` class aggregates various entities like `Course`, `Student`, and `Professor`. This can lead to tight coupling. Consider depending on abstractions (interfaces) rather than concrete classes to improve flexibility.

Code Structure

Separation of Concerns The `Program` class is responsible for using `Course` and `Student` classes. Ensure that `Program` acts only as an entry point and delegates detailed responsibilities to other classes. The business logic should remain in `Course` and `Student` classes.

The chat offers more the one principle of using DP correctly for example, professor and student should use observer pattern

The chat identified that there is a circle of dependency

The chat understands the simple rules of programing in c#



we use C# parser to analyze the project and create Summery Jason for AI and UML



We use Open Ai API machine as AI chat



We use react as NodeJS as Server



We use GitHub API to get the user details and projects



We use React as our front-end framework



We use React-flow to create the UML and to run DFS to look for circle dependencies



UML programs:

Our history with UML was one of the main reasons we chose this idea. looking "old", unnecessary information, and a lot of work and time to make one

Al Chat

there are a lot of AI bots for which you can provide code and get corrections and suggestions. our AI is focused on the structure and architecture of the program.

- 01 MAKE UML ACCESSIBLE
- 02 REDUCE ADAPTATION WITH EXIST PROJECT
- O3 INSPIRE THE PROGRAMMER WITH NEW IDEAS
- 04 NAKE COMPLICATED SIMPLER



YOAV SRAYA



YONATAN BROOKER

THANK YOU FOR LISTENING!