

Sample Task List 2

Systems: Siena, Argouml, and MegaMek

- **Siena:** is a persistence library for Java inspired by the Google App Engine Python Datastore trying to draw a connection between SQL and NoSQL worlds. It does so by simplifying the transition between them and by reducing the effort required when converting from one database to the other. It can be used with relational databases, Google App Engine's datastore, and Amazon's SimpleDB.

Features:

- It provides a Java Object-DB mapping designed following the ActiveRecord pattern which brings a simple and intuitive approach to manage the Java objects with respect to the database entity.

- **ArgoUML:** is an open source UML diagramming tool. It includes support for all standard UML diagrams.

Features:

- Creating and editing diagrams and zooming features.
- Saving diagrams in different formats (GIF, PNG, PostScript, and more).
- Code generation for Java, C++, C#, PHP4, and PHP5.

- **MegaMek:** is an open source computer game that is an unofficial simulation of the classic tabletop war game *Battle Tech* (2 or more players). It is written entirely in Java with graphics based on the Swing toolkit.

Features:

- Network or hotseat play for two or more players.
- Choice of ground, atmospheric, and space combat.
- Map board selection and editing.

Siena

ID	Method Signature	Path	Class Name
27	public Table addTable (Class<?> clazz)	siena\source\src\main\java\siena\jdbc\ddl\ DdlGenerator.java	DdlGenerator
28	public List<String> getUpdateFieldsColumnNames ()	Siena\source\src\main\java\siena\ ClassInfo.java	ClassInfo
30	public int save (Iterable<?> objects)	siena\source\src\main\java\siena\sdb\ SdbPersistenceManager.java	SdbPersistenceManager
31	public static Object readField (Object object, Field field)	siena\source\src\main\java\siena\ Util.java	Util
40	public static Entity createEntityInstance (Field idField, ClassInfo info, Object obj)	siena\source\src\main\java\siena\gae\ GaeMappingUtils.java	GaeMappingUtils
41	public static void fillRequestElement (Object obj, Element element, boolean ids)	siena\source\src\main\java\siena\remote\ Common.java	common
42	public static <T> int mapSelectResult (SelectResult res, Iterable<T> objects)	Siena\source\src\main\java\siena\sdb\ SdbMappingUtils.java	SdbMappingUtils
44	public List<T> get ()	siena\source\src\main\java\siena\gae\ GaeSienaFutureListMapper.java	GaeSienaFutureListMapper<T>
45	public static void embed (ReplaceableItem item, String embeddingColumnName, Object embeddedObj)	siena\source\src\main\java\siena\sdb\ SdbNativeSerializer.java	SdbNativeSerializer
46	public Response putAttributes (String domain, Item item)	Siena\source\src\main\java\siena\sdb\ws\ SimpleDB.java	SimpleDB

ArgoUML

ID	Method Signature	Path	Class Name
1	public boolean canAddEdge (Object edge)	argouml\argouml\src\argouml-app\src\org\argouml\uml\diagram\deployment\ DeploymentDiagramGraphModel.java	DeploymentDiagramGraphModel
14	public boolean predicate2 (Object dm, Designer dsgr)	argouml\argouml\src\argouml-app\src\org\argouml\pattern\cognitive\critics\CrConsiderSingleton.java	CrConsiderSingleton
5	public void addNodeRelatedEdges (Object node)	argouml\argouml\src\argouml-app\src\org\argouml\uml\diagram\collaboration\ CollabDiagramGraphModel.java	CollabDiagramGraphModel
47	public synchronized void addCommand (Command command)	argouml\argouml\src\argouml-app\src\org\argouml\kernel\ DefaultUndoManager.java	DefaultUndoManager

Megamek

ID	Method Signature	Path	Class Name
56	protected double updateAVforAmmo (double current_av, AmmoType atype, WeaponType bayWType, int range, int wld)	megamek\src\megamek\common\weapons\ AmmoBayWeaponHandler.java	AmmoBayWeaponHandler
33	private void parseAdvantages (Entity entity, String adv)	megamek\src\megamek\server\ ScenarioLoader.java	ScenarioLoader
34	private void roll (int connId, int dice, int sides)	megamek\src\megamek\server\commands\ RollCommand.java	RollCommand
36	public static boolean canMechFindClub (IGame game, int entityId)	megamek\src\megamek\common\actions\ FindClubAction.java	FindClubAction
59	protected void receivePlayerInfo (Packet c)	megamek\src\megamek\client\ Client.java	client

Siena

ID	Method Signature	Path	Class Name
29	public static void encode (ByteBuffer raw, CharBuffer encoded)	Siena\source\src\main\java\siena\core\ Base64.java	Base64
43	public void addAndMoveCursor (String cursor)	siena\source\src\main\java\siena\gae\ QueryOptionGaeContext.java	QueryOptionGaeContext

ArgoUML

ID	Method Signature	Path	Class Name
49	public void eventDispatched (AWTEvent event)	argouml\argouml\src\argouml-app\src\org\argouml\swingext\ GlassPane.java	GlassPane
50	private boolean isSelectedInternal (String name)	argouml\argouml\src\argouml-app\src\org\argouml\moduleloader\ ModuleLoader2.java	ModuleLoader2