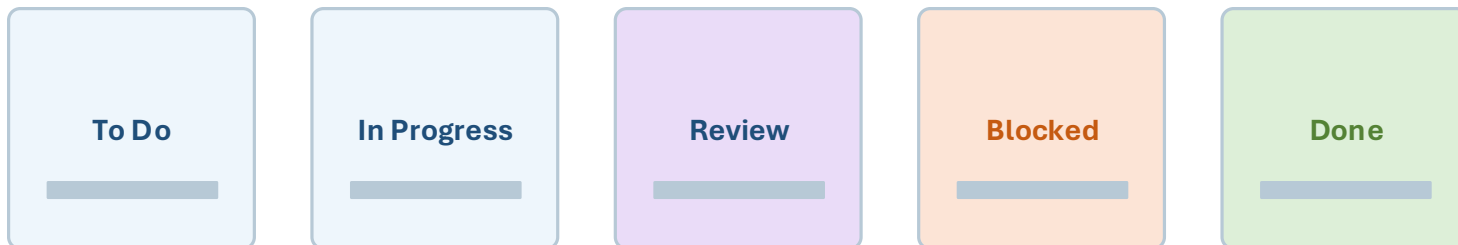


Smart Kanban Workflow Manager

A Qt6 / C++17 desktop application demonstrating maintainable OO design and design patterns



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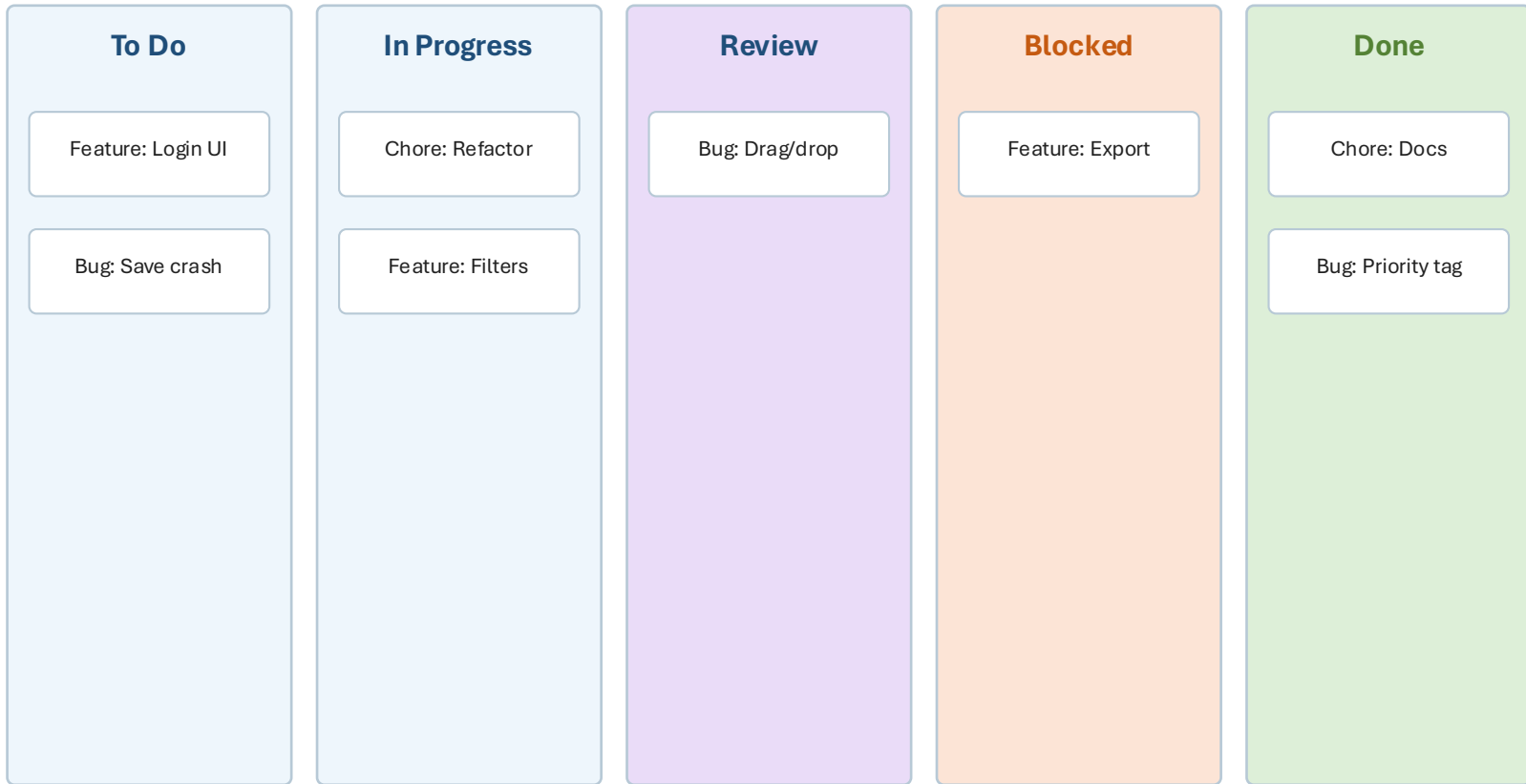
Presentation roadmap

Aligned with the class presentation rubric: application overview, architecture, design principles, design patterns, and demo.

- 1 What the app does** Create, move, filter, delete, undo, redo, and track work items.
- 2 Architecture and UML** Four layers: UI, service, pattern support, and domain model.
- 3 Design principles** SRP, OCP, dependency inversion, encapsulation, and separation of concerns.
- 4 Design patterns** Command, Observer, State, Strategy, Factory Method, and Chain of Responsibility.
- 5 Demo plan** Show visible features and connect each one back to the design.

Application overview

A desktop Kanban workflow app with visible features tied directly to design patterns.



Core user actions

Add tasks

Drag across workflow

Filter board

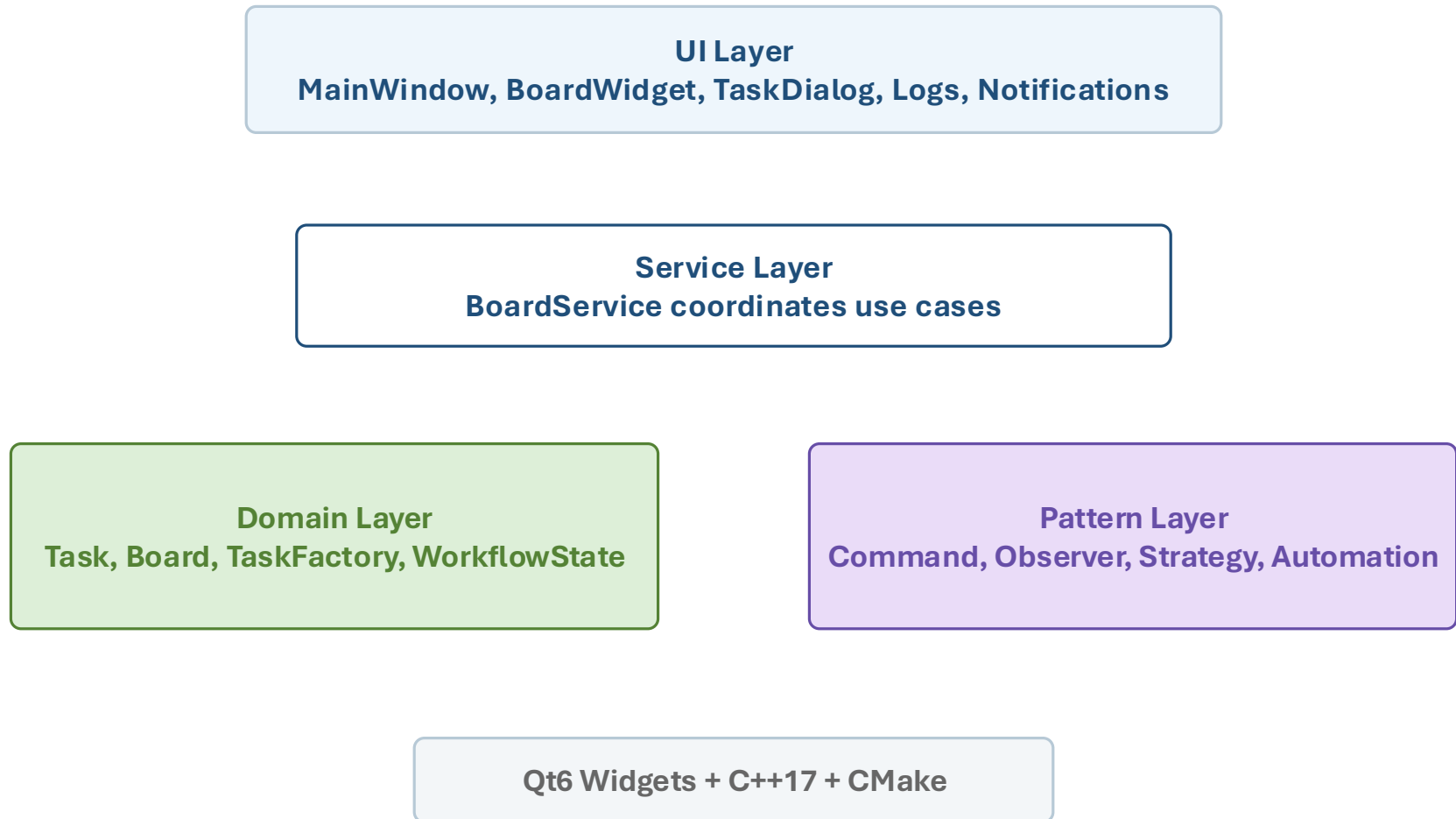
Undo/redo

View activity log

Get automation notifications

High-level architecture

The UI talks to BoardService; domain objects and pattern components stay behind clear interfaces.



Workflow model: states guard movement

The State pattern keeps legal transitions in the domain layer instead of the drag/drop UI.



Blocked can be entered from active stages and returned to In Progress

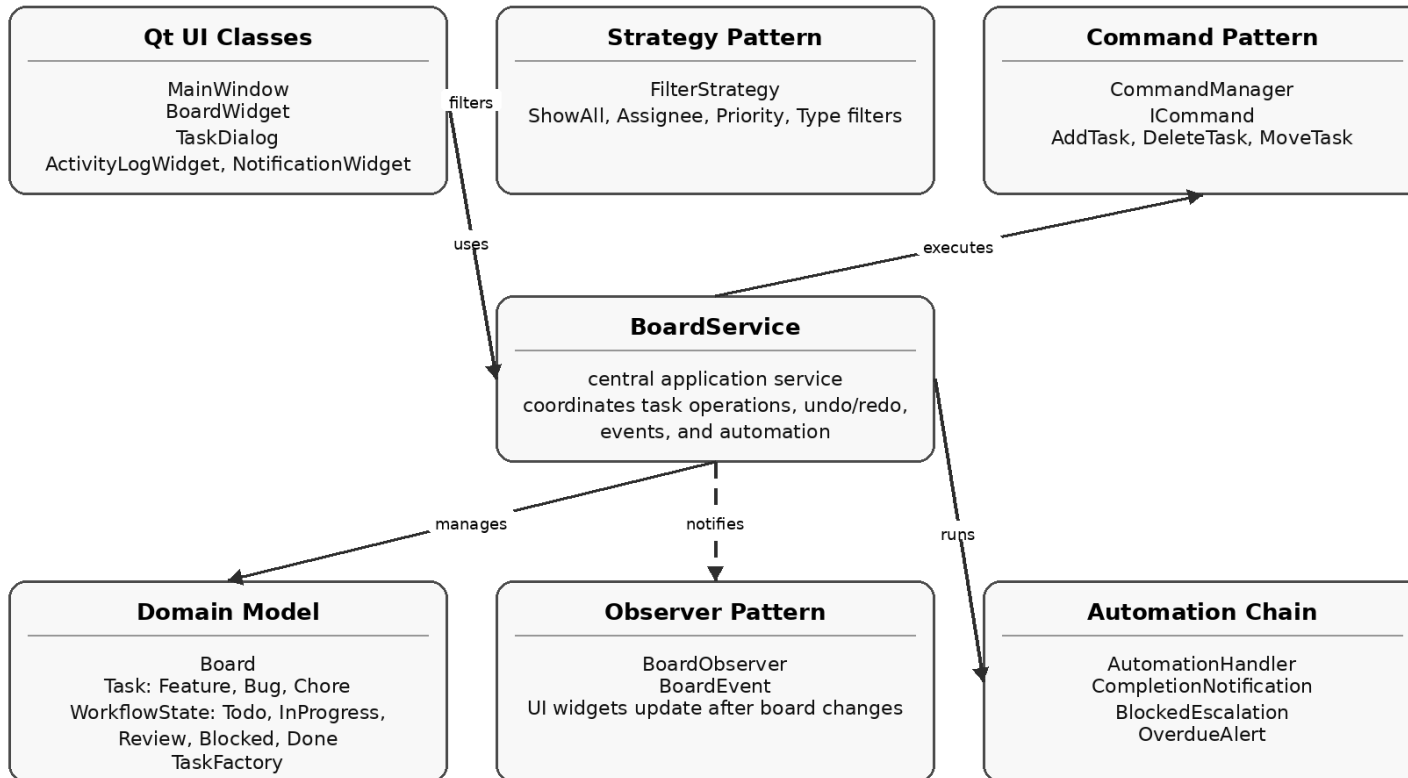


Invalid drops
are rejected
by
Task::canTransitionTo()

UML class diagram

Major class groups and pattern roles in the project.

Smart Kanban - Simplified UML Class Diagram

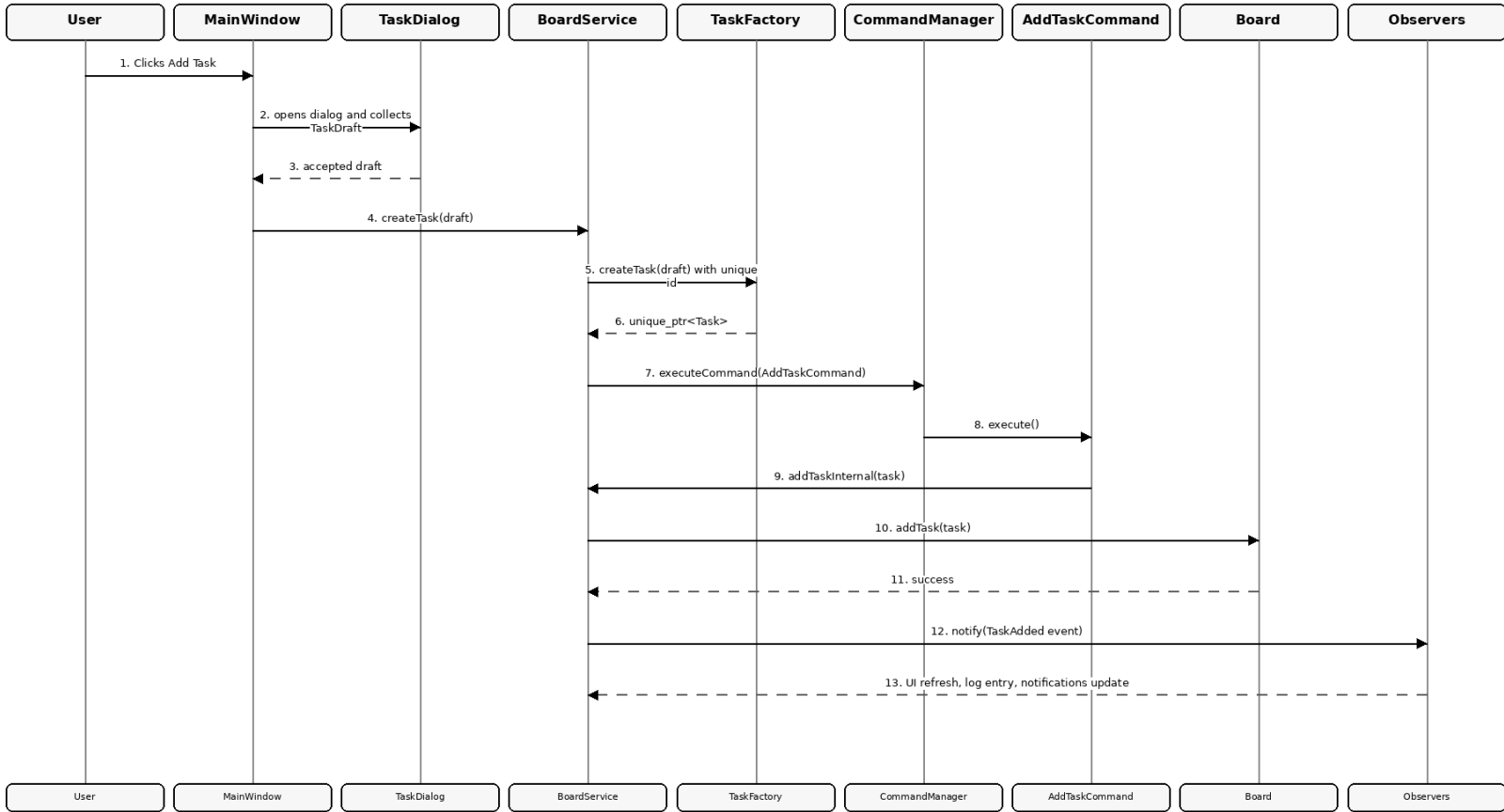


This diagram groups concrete subclasses under their parent pattern or domain role to reduce visual clutter.

Add task sequence

Factory, Command, and Observer work together when a task is created.

UML Sequence Diagram - Add Task

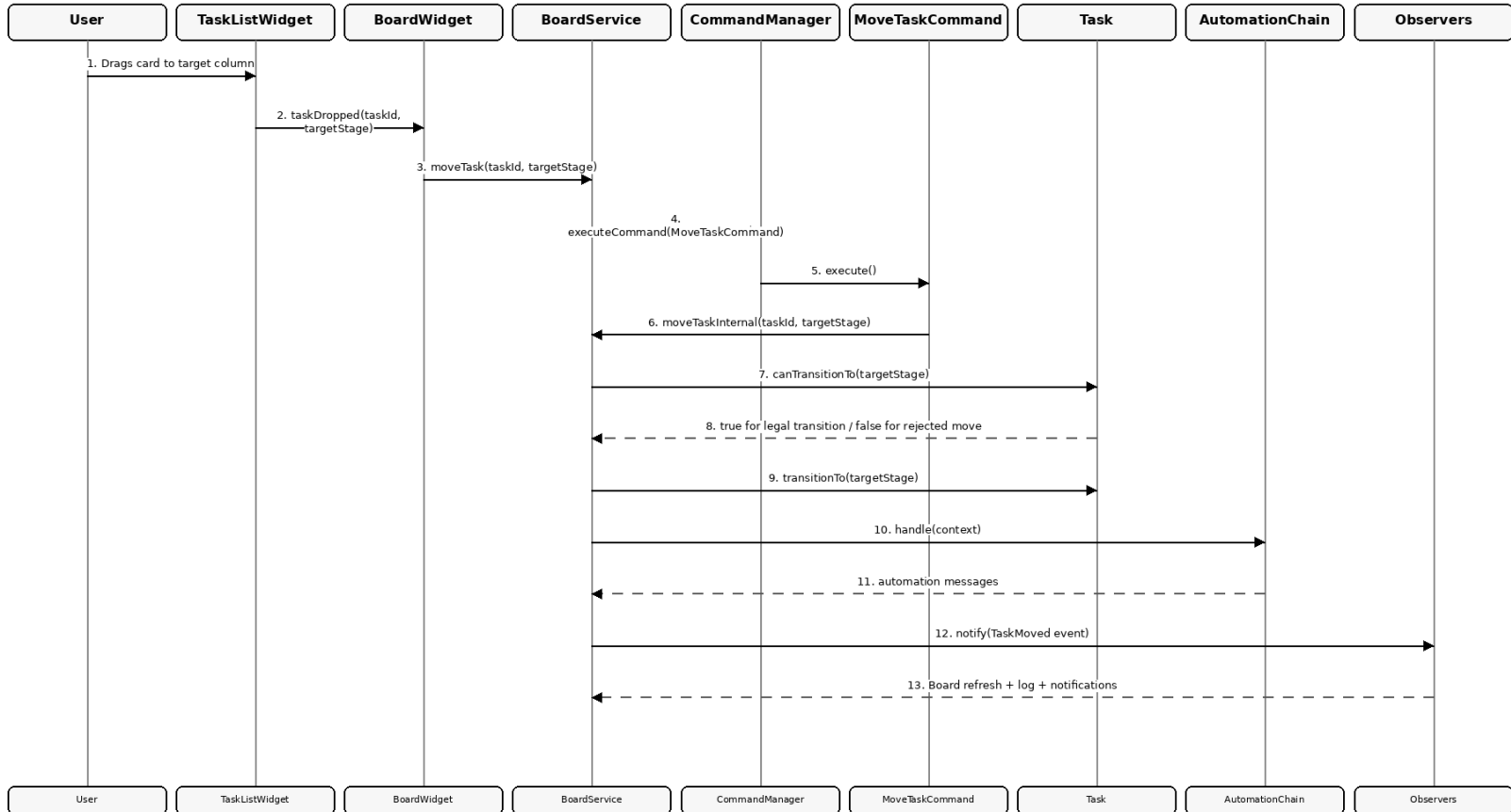


- The command is pushed onto the undo stack only after execute() succeeds.
- BoardService sends one BoardEvent; observers update independently.

Move task sequence

Drag/drop movement is validated by State and then broadcast through Observer.

UML Sequence Diagram - Move Task by Drag and Drop



- If canTransitionTo() is false, BoardService emits an informational rejection event and no state is changed.
- If the move succeeds, the automation chain can append completion, blocked, or overdue messages.

Design principles used

The codebase is organized to keep classes cohesive and loosely coupled.

Single Responsibility

Board stores tasks; TaskFactory creates tasks; CommandManager manages undo/redo stacks.

Open/Closed

Add a filter, command, automation rule, or task type through new classes instead of editing core loops.

Dependency Inversion

UI and services depend on interfaces like BoardObserver, ICommand, and FilterStrategy.

Encapsulation

Board data and internal mutations are hidden behind BoardService and command-controlled APIs.

Separation of Concerns

UI detects user actions; service coordinates use cases; domain enforces rules.

Design patterns mapped to features

Each pattern supports a feature the class can see in the demo.

Pattern	Visible feature	How it helps
Command	Undo / redo	Operations are objects with execute and undo behavior.
Observer	Auto-refresh UI	BoardService notifies widgets through BoardObserver.
State	Legal workflow moves	Each WorkflowState controls allowed transitions.
Strategy	Runtime filters	BoardWidget swaps FilterStrategy objects.
Factory Method	Typed tasks	TaskFactory builds Feature, Bug, or Chore tasks.
Chain of Responsibility	Automation messages	Handlers independently react to task moves.

Demo script

A concise flow to show the app and connect behavior back to the design.

Launch

Show seeded tasks in the five workflow columns.

Add task

Open TaskDialog; Factory creates a typed task; Command records the action.

Move task

Drag/drop; State validates the move; Observer refreshes widgets.

Automation

Move to Done or Blocked to trigger chain handlers.

Filter

Switch to Assignee, Priority, or Type strategy.

Undo/redo

Reverse and replay add/delete/move commands.

```
Build: cmake -S . -B build -DCMAKE_PREFIX_PATH="/path/to/Qt/6.x.x/lib/cmake" | Run: ./build/SmartKanban
```

Conclusion

The project demonstrates patterns as real product features, not just extra classes.

What the design gives us

Maintainable separation between UI, service, domain, and pattern logic

Extensible filters, automations, task types, commands, and workflow stages

Visible behavior backed by reusable OO designs

Future extensions

Persistence to disk

More automation rules

Additional task types

Custom workflows

Exportable reports

Questions?