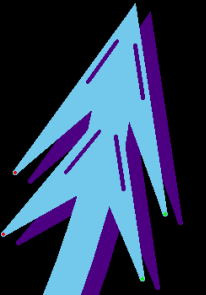


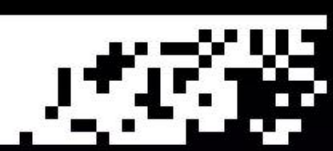
a softer space



```
1 package com.asofterspace.toolbox.configuration;
2
3 import com.asofterspace.toolbox.io.File;
4 import com.asofterspace.toolbox.io.JSON;
5
6 public class ConfigFile {
7
8     private String filename;
9
10    private JSON content;
11
12    private static final String FOLDER = "./config/";
13
14    private static final String FILE_EXTENSION = ".cnf";
15
16
17    /**
18     * Please do not construct a config file without a name ;)
19     */
20    @SuppressWarnings("unused")
21    private ConfigFile() {
22    }
23
24    /**
25     * Creates a config file with the given name
26     * @param name The name of the config file (without its extension or directory-part)
27     */
28    public ConfigFile(String name) {
29
30        // if a full filename is given then just use that
31        // (how the extension will be handled in anyway!
32        filename = name;
33
34        if (!filename.contains(".")) {
35            filename = filename + FILE_EXTENSION;
36        }
37
38        if (!filename.contains("/")) {
39            // if just a word or somesuch is given (without slashes)
40            // then we probably want a local-ish file
41            filename = FOLDER + filename;
42        }
43
44        loadFromFile();
45    }
46
47    /**
48     * Loads the configuration from a file (this is called internally
49     * and does not need to be called from the outside world)
50     */
51    private void loadFromFile() {
52
53        File correspondingFile = new File(filename);
54
55        content = new JSON(correspondingFile);
56    }
57
58    /**
59     * Stores the configuration on the file system (this is called
60     * internally and does not need to be called from the outside
```

a softer space





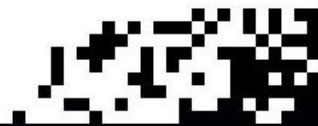
```
7
8 private String filename;
9
10 private JSON content;
11
12 private static final String FOLDER = "./config/";
13
14 private static final String FILE_EXTENSION = ".cnf";
15
16
17 /**
18  * Please do not construct a config file without a name ;)
19  */
20 @SuppressWarnings("unused")
21 private ConfigFile() {
22 }
23
24 /**
25  * Creates a config file with the given name
26  * @param name The name of the config file (without its extension or directory-part)
27  */
28 public ConfigFile(String name) {
29
30     // if a full filename is given then just use that
31     // (however the extension will be added in any way!)
32     filename = name;
33
34     if (!filename.contains(".")) {
35         filename = filename + FILE_EXTENSION;
36     }
37
38     if (!filename.contains("/")) {
39         // if just a word or somesuch is given (without slashes)
40         // then we probably want a local-ish file
41         filename = FOLDER + filename;
42     }
43
44     loadFromFile();
45 }
46
47 /**
48  * Loads the configuration from a file (this is called internally
49  * and does not need to be called from the outside world)
50  */
51 private void loadFromFile() {
52
53     File correspondingFile = new File(filename);
54
55     content = new JSON(correspondingFile);
56 }
57
58 /**
59  * Stores the configuration on the file system (this is called
60  * internally and does not need to be called from the outside
```

a softer space





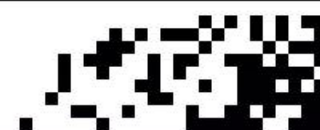
- 2018 gegründet
- Ansässig in Frankfurt
- Internationale Kunden
(Deutschland, Island, Indien, Polen)



```
7  
8 private String filename;  
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```

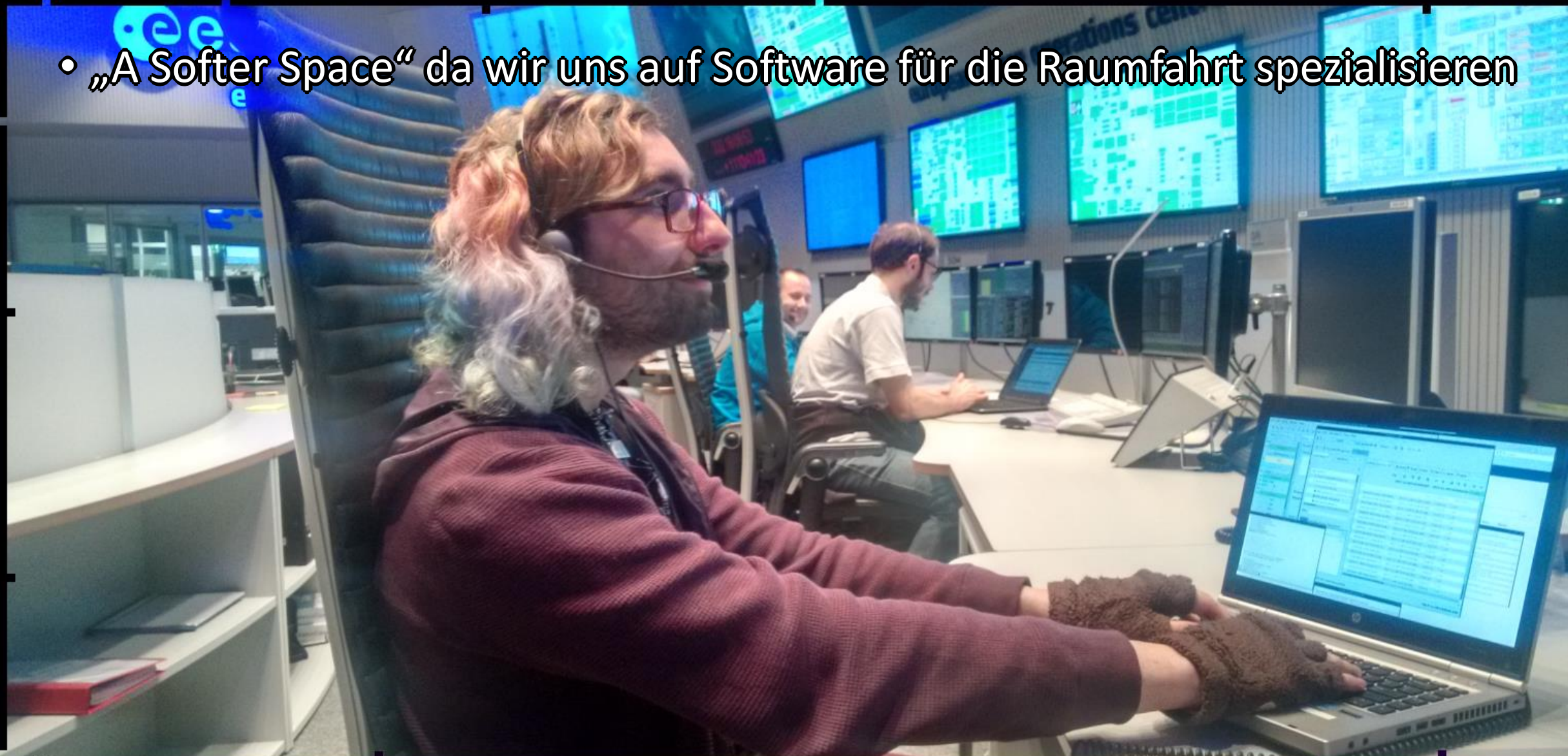


```
59 * Stores the configuration on the file system (this is called  
60 * internally and does not need to be called from the outside
```



```
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8 private String filename;  
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```

- „A Softer Space“ da wir uns auf Software für die Raumfahrt spezialisieren



```
* Stores the configuration on the file system (this is called  
* internally and does not need to be called from the outside
```



```
7  
8 private String filename;  
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```

- Bevor wir die nächste Marskolonie bauen, möchten wir auch auf der Erde mit unserer Software etwas erreichen
- Wir unterstützen daher wissenschaftliche Projekte...
- ... und allgemein alles, was sinnvoll ist und Menschen hilft
 - Also ganz explizit **keine** Militärprojekte!

```
/* Stores the configuration on the file system (this is called  
* internally and does not need to be called from the outside
```



```
7  
8 private String filename;  
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```

Wir entwickeln:

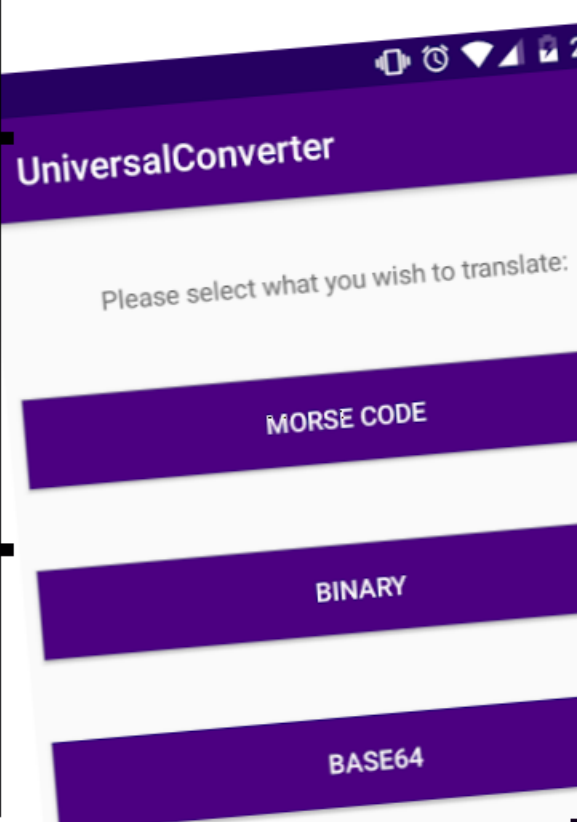
```
/**  
 * Stores the configuration on the file system (this is called  
 * internally and does not need to be called from the outside
```



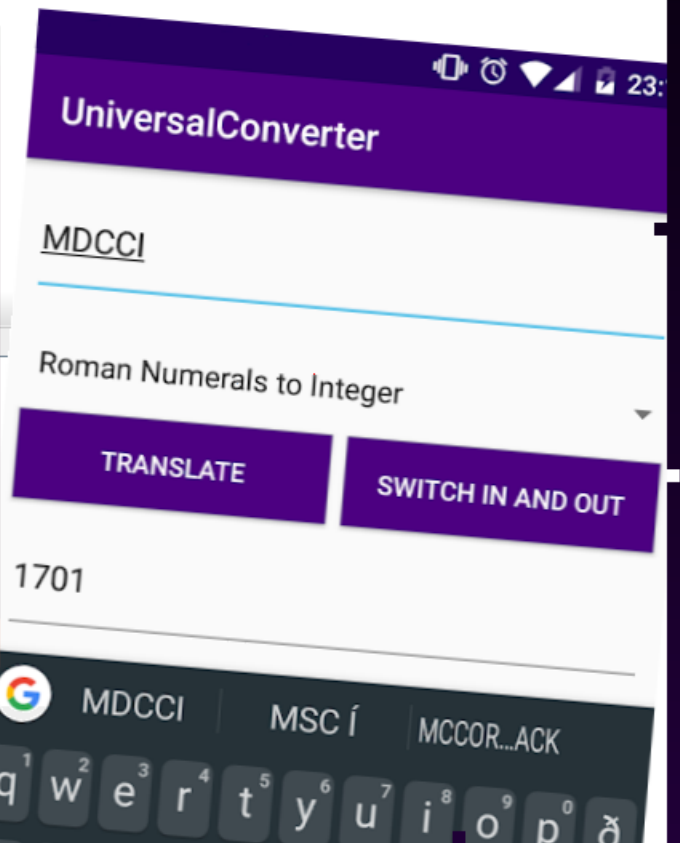

```
package com.asofterospace.toolbox.configuration;
```

Wir entwickeln:

- Reguläre Desktopanwendungen, Webanwendungen und Apps für Smartphones

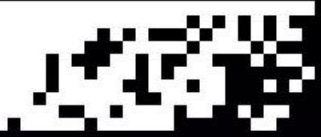


```
moya@ASS-VM-01: ~/cdm/cdm/other
Available commands:
* create <template> <[targetVersionPrefix:]targetVersion> <path> .. creates a new CDM of the specified version at the specified path, using one of the available templates for it
* info <path> .. shows information about the CDM lying at the path
* convert <[targetVersionPrefix:]targetVersion> <targetFormat> <sourcePath> [<destinationPath>] .. converts the CDM lying at the source path to the target version (optionally including a custom prefix, by default using the correct one) and format and saves it in the destination path, or overwrites the CDM on disk if no destination path is given
* validate <path> .. validates the CDM lying at the path
* uuid <action> <type> [<argument>] .. performs a UUID action
* version .. shows the version of the cdm commandline tool
* help [<command>] .. shows the help, optionally detailed help for a specific command
moya@ASS-Skyhook-VM-01:~/cdm/cdm/other$ cdm create - 1.12.1 cdm_1.12.1_new
The new CDM has been created!
moya@ASS-Skyhook-VM-01:~/cdm/cdm/other$ cdm convert 1.14.0 - realtestcdm realtestcdm_converted
Conversion to CDM version 1.14.0 done!
moya@ASS-Skyhook-VM-01:~/cdm/cdm/other$
```



```
Path: mcmRoot
Create Activity as Aspect of this Element
```

```
* Stores the configuration on the file system (this is called
* internally and does not need to be called from the outside
```

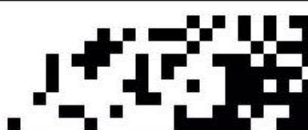


```
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8 private String filename;  
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```

Wir entwickeln:



```
* Stores the configuration on the file system (this is called  
* internally and does not need to be called from the outside
```



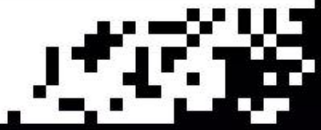
```
7  
8 private String filename;  
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```

Wir entwickeln:

- Virtual Reality Anwendungen



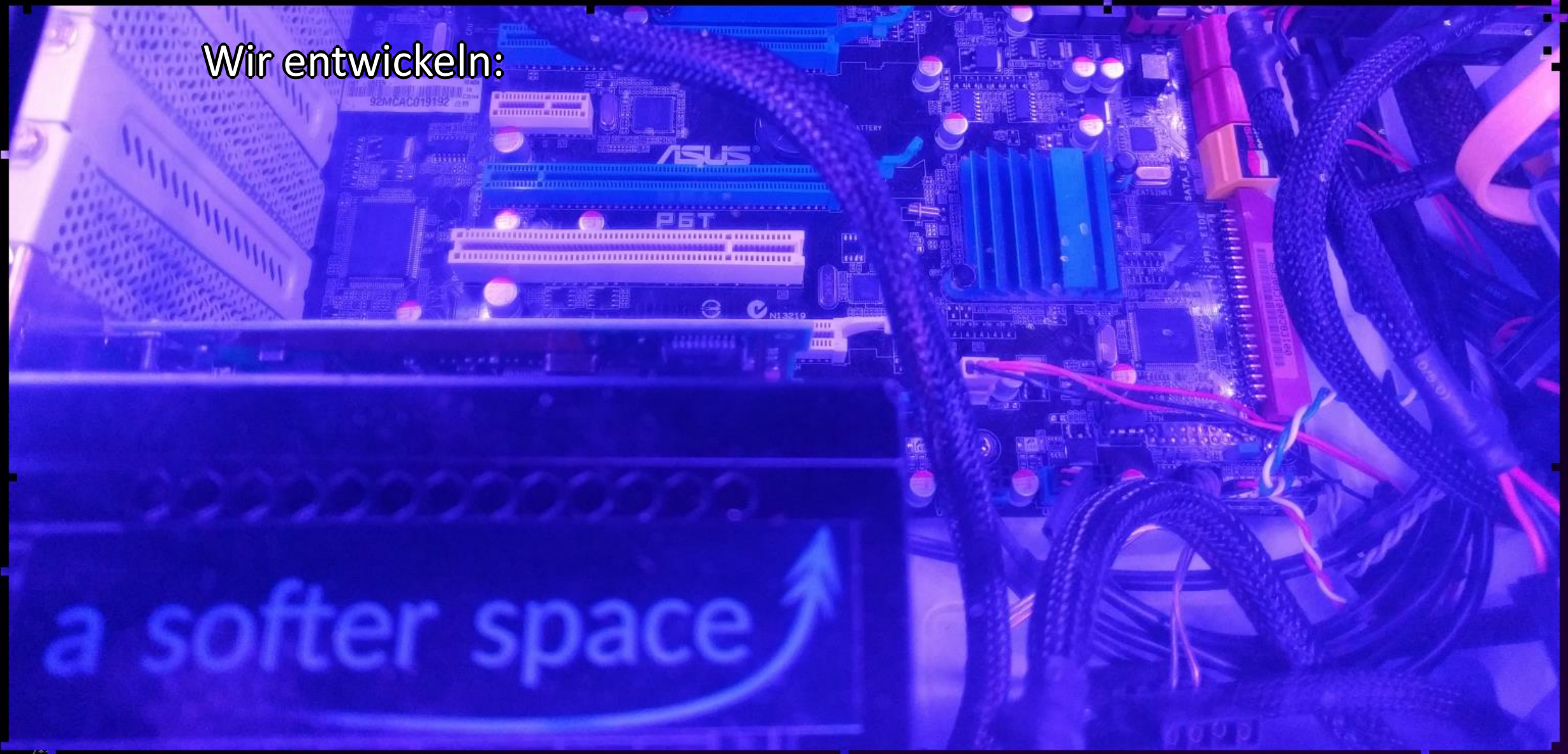
```
* Stores the configuration on the file system (this is called  
* internally and does not need to be called from the outside
```



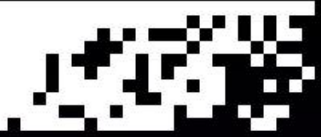
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```
private String filename;
```

Wir entwickeln:



```
/**  
 * Stores the configuration on the file system (this is called  
 * internally and does not need to be called from the outside  
 */
```



```
7  
8 private String filename;  
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```

Wir entwickeln:

- Low-Level Programmcode
- Schnittstellen für Legacy-Systeme

a softer space

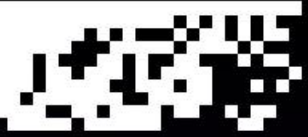
```
/**  
 * Stores the configuration on the file system (this is called  
 * internally and does not need to be called from the outside
```



```
7  
8 private String filename;  
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```

- Wir erstellen Software für Raumfahrtanwendungen, bei denen Probleme schnell kritisch enden und die für Jahrzehnte funktionieren muss
- Diesen Standard halten wir für all unsere Produkte ein
- Daher erstellen wir gut getestete Software und springen nicht blind auf die neuesten Trends auf...

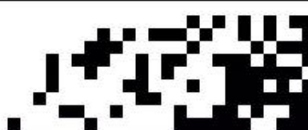
```
/**  
 * Stores the configuration on the file system (this is called  
 * internally and does not need to be called from the outside
```



```
7  
8 private String filename;  
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```

... sondern bauen stabile
„Software aus Holz“

```
/**  
 * Stores the configuration on the file system (this is called  
 * internally and does not need to be called from the outside
```



```
7
8 private String filename;
9
10 public void setAttribute(String key, String value) {
11     attributes.put(key, value);
12 }
13
14 public void removeAttribute(String key) {
15     attributes.remove(key);
16 }
17
18 public String getInnerText() {
19     return innerText;
20 }
21
22 public void setInnerText(String innerText) {
23     this.innerText = innerText;
24 }
25
26 public void setInnerText(int innerText) {
27     this.innerText = Integer.toString(innerText);
28 }
29
30 /**
31  * Assuming that we have <element attrOrChildName="_bar"/> or
32  * <element><attrOrChildName href="_bar"/></element>, this function
33  * returns _bar (or null if it finds neither)
34  */
35 public String getLinkFromAttrOrChild(String attrOrChildName) {
36
37     String elAttr = getAttribute(attrOrChildName);
38
39     if (elAttr != null) {
40         return elAttr;
41     }
42
43     // if we did not find an attrOrChildName as attribute, maybe we can find one as child?
44     List<XmlElement> children = getChildNodes();
45     for (XmlElement child : children) {
46         if (attrOrChildName.equals(child.getNodeName())) {
47             String href = child.getAttribute("href");
48
49             if (href != null) {
50                 return href;
51             }
52         }
53     }
54
55     /**
56     * Stores the configuration on the file system (this is called
57     * internally and does not need to be called from the outside
58     */
```

... sondern bauen stabile
„Software aus Holz“

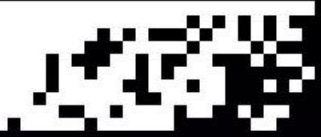




```
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8 private String filename;  
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```

- Wir glauben an quelloffene Software und sind sehr an Open Source Projekten interessiert
- Wir nutzen agile Prozesse um auch wirklich das zu liefern, was gebraucht wird

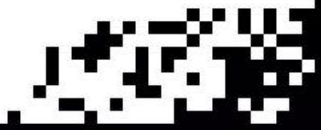
```
/* Stores the configuration on the file system (this is called  
* internally and does not need to be called from the outside
```



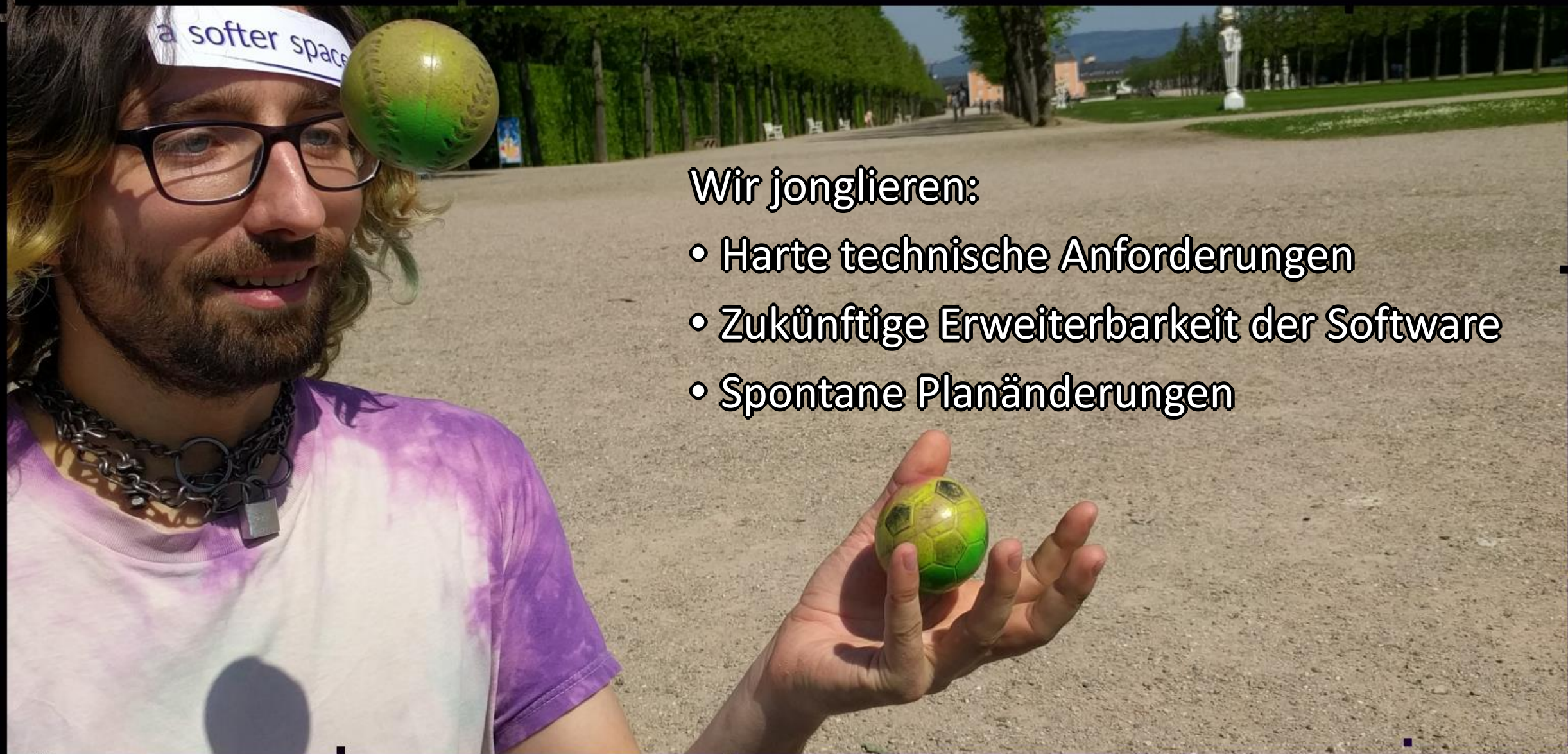
```
7  
8 private String filename;  
9
```



```
59 * Stores the configuration on the file system (this is called  
60 * internally and does not need to be called from the outside
```



```
7  
8 private String filename;  
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```



Wir jonglieren:

- Harte technische Anforderungen
- Zukünftige Erweiterbarkeit der Software
- Spontane Planänderungen

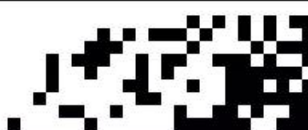
* Stores the configuration on the file system (this is called
* internally and does not need to be called from the outside



Doch was am wichtigsten ist...

```
7  
8 private String filename;  
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```

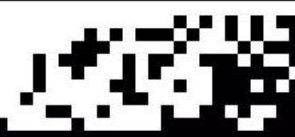
```
/*  
 * Stores the configuration on the file system (this is called  
 * internally and does not need to be called from the outside
```



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8 private String filename;  
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```



```
* Stores the configuration on the file system (this is called  
* internally and does not need to be called from the outside
```



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8 private String filename;  
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```

Wir haben Spaß
daran, die Zukunft
zu gestalten!



```
* Stores the configuration on the file system (this is called  
* internally and does not need to be called from the outside
```

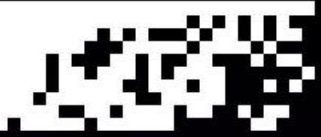


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```
private String filename;
```

Macht ihr mit?

*/***
* Stores the configuration on the file system (this is called
* internally and does not need to be called from the outside



```
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8 private String filename;  
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```



```
/**  
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```