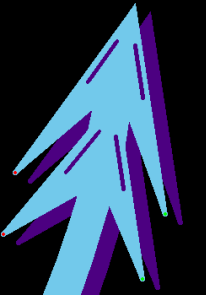


a softer space



```

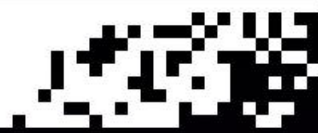
1 package com.asofterspace.toolbox.configuration;
2
3 import com.asofterspace.toolbox.io.File;
4 import com.asofterspace.toolbox.io.JSON;
5
6 public class ConfigFile {
7
8     private String filename;
9
10    private JSON content;
11
12    private static final String FOLDER = "./config/";
13
14    private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

```

a softer space



a softer space 



```

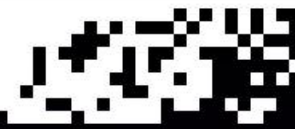
7
8 private String filename;
9
10 private JSON content;
11
12 private static final String FOLDER = "./config/";
13
14 private static final String FILE_EXTENSION = ".cnf";
15
16
17 /**
18  * Please do not construct a config file without a name ;)
19  */
20 @SuppressWarnings("unused")
21 private ConfigFile() {
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 any signs)
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 



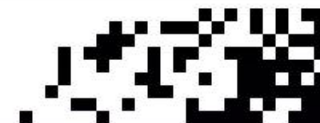
- Founded in 2018
- Located in Frankfurt, Germany
- International customers
(Germany, Iceland, India, Poland)



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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
```

- “A Softer Space” as we specialise on developing software for the space sector



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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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```

- Before building the next Mars colony, we also want to achieve something with our software on Earth
- We therefore support scientific projects...
- ... and in general everything that is meaningful and helps people
 - Explicitly **no** military projects!

```
/*  
 * 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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```

We develop:

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




We develop:

- Conventional desktop programs, web applications and apps for smartphones

UniversalConverter

Please select what you wish to translate:

MORSE CODE

BINARY

BASE64

```
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 t
  emplates for it
* info <path> .. shows information about the CDM lying at the path
* convert <[targetVersionPrefix:]targetVersion> <targetFormat> <sourcePath> [<des
  tinationPath>] .. converts the CDM lying at the source path to the target version
  (optionally including a custom prefix, by default using the correct one) and for
  mat and saves it in the destination path, or overwrites the CDM on disk if no des
  tination 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 cmdline tool
* help [<command>] .. shows the help, optionally detailed help for a specific com
  mand
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 realtest
cdm_converted
Conversion to CDM version 1.14.0 done!
moya@ASS-Skyhook-VM-01:~/cdm/cdm/other$
```

UniversalConverter

MDCCI

Roman Numerals to Integer

TRANSLATE

SWITCH IN AND OUT

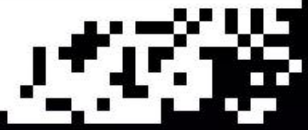
1701





We develop:





We develop:

- Virtual Reality applications

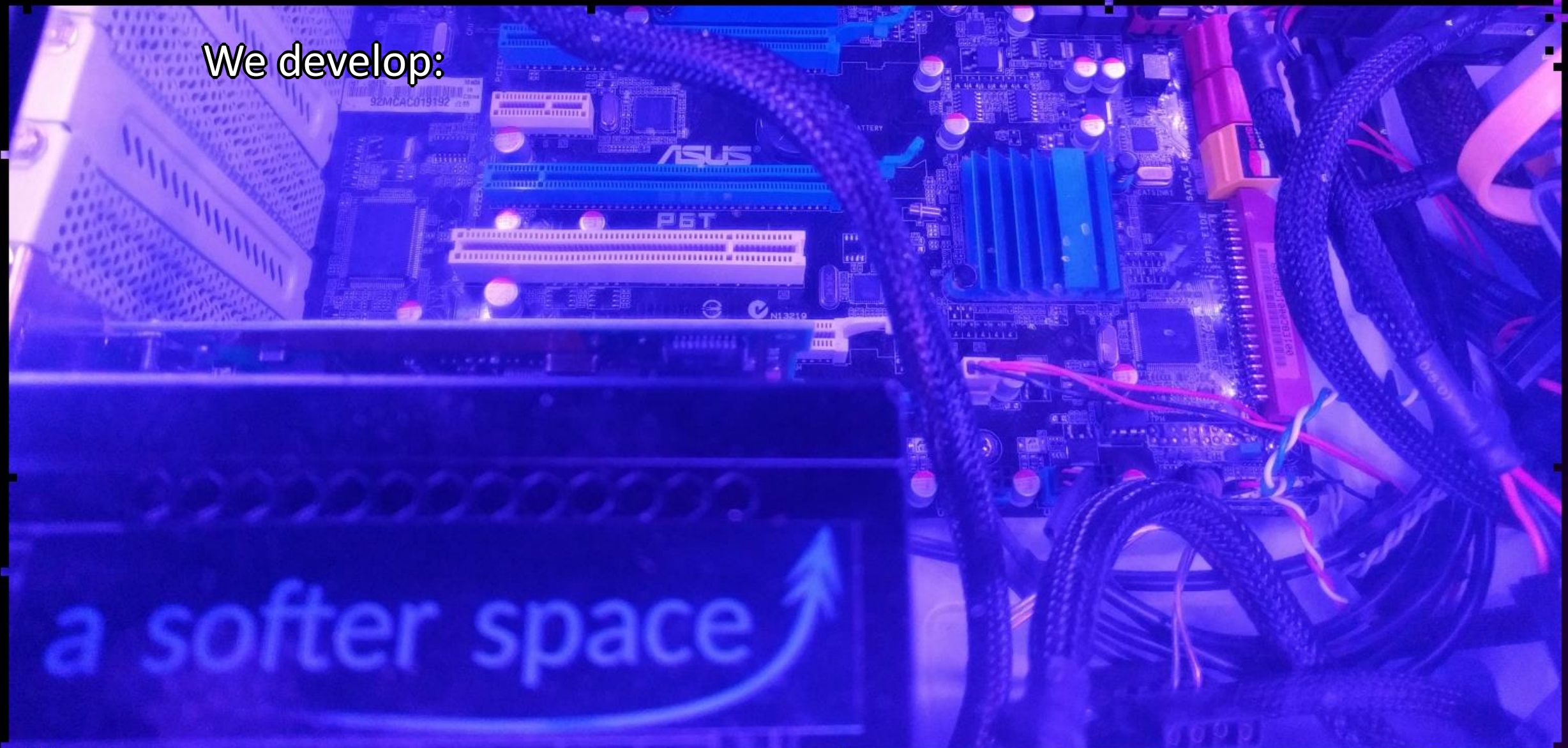


a softer space ↗



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

We develop:




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




```
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8 private String filename;  
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```

We develop:

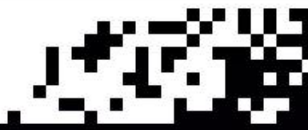
- Low level program code
- Interfaces for legacy systems

a softer space

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



- We create software in the space sector in which problems quickly become critical and which needs to work reliably for decades
- This is the standard we hold ourselves to for all our products
- Therefore we create well-tested software and do not blindly jump onto the latest trends...



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8 private String filename;  
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```

... but build reliable
“Software made from wood”
instead

```
/**  
 * 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     */
59
60

```

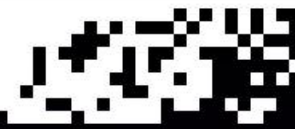
... but build reliable
“Software made from wood”
instead



```
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8 private String filename;
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```

- We believe in open source software and are very interested in projects in that direction
- We are using agile processes to really deliver what you need

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

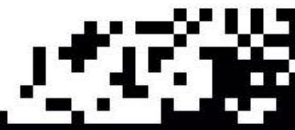



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8 private String filename;  
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```

a softer space



```
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

We juggle:

- Firm technical requirements
- Future extensibility of the software
- Spontaneous changes of the plan

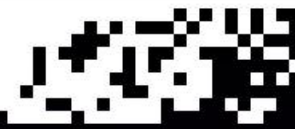
```
59 * Stores the configuration on the file system (this is called  
60 * internally and does not need to be called from the outside
```



And most importantly...

```
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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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```
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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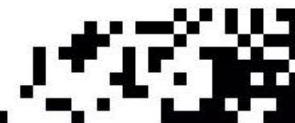
We are having
fun shaping
the future!



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



Are you game?



```
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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
 */
```