Homework 8

Reading: (all materials are available off of the course website)

1. The original paper on design patterns. Skip section 3.3 and the description of the Wrapper pattern.
2. Lecture slides on Design Patterns

Make sure you can answer the following questions:
What is a design pattern?
Why are patterns useful?
For each pattern presented in the Lecture Slides:
- what are the situations in which the pattern can be used? bring your own concrete example.
- what are the advantages of using the pattern?
- how does this pattern contribute to software reuse?

Problem 1. Think about a business application for which the Strategy pattern would be useful. Describe the situation/algorithm for which Strategy pattern is used and present a diagram illustrating it.

How could this situation be modeled without the Strategy pattern?
What is the advantage of using Strategy?

Problem 2. Do the Maze problem from Lecture Slides on Design Patterns.