Guidance for completing assignment 1.

To get a good grade: merit / distinction, please follow these guidelines.

For task 1

* Provide a description of each object-oriented feature: encapsulation, inheritance, polymorphism, aggregation and composition.
* Provide examples of Java code that demonstrate these features. You Should get your code from the assignment appendices or examples that we have done in class (do not get your examples from the Internet, as this will not demonstrate that you understand the topic).
* Refer to the Java code in your explanation, explaining where in the code each feature is to be found - ***this is essential to demonstrating your understanding of the topic.***

For task 2,

* Draw out the UML class diagram for the code in each of the assignment appendices (3 in total).
* Identify which design pattern is being used - Model-View-Controller, Observer, Singleton, Factory.
* Provide a description of the design pattern and ***refer to the UML diagram in your description***.
* Identify the category of the design pattern: Creational, Structural or Behavioural.
* Explain where the object-oriented features are present in the UML diagrams: encapsulation, inheritance, polymorphism, aggregation and composition. (note that not all of the diagrams will use all of the object-oriented features)
* The distinction task asks you to modify the diagram for appendix D to use the singleton design pattern. Provide this in a separate diagram.

Submit 1 document with your report and diagrams.

Be aware that all work must go through turnitin for plagiarism checking, so make sure any citations are properly referenced, that that you demonstrate your knowledge of the subject by referring to examples in your writing.

Remember that the point of this assessment is for you to demonstrate your understanding of the subject, not to recite facts.