

① ✓ 4 of ReScale

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② Approach Design round

③ Design a pen

— requirements

— class diagram

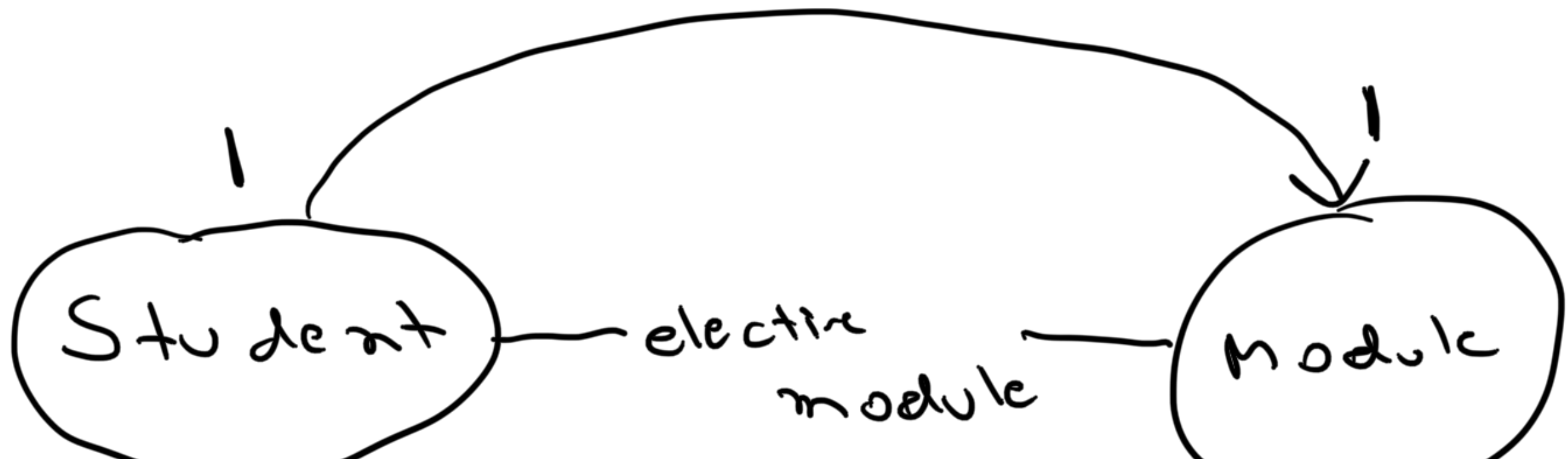
— code

Entity - Pen → Amazon
→ Tech MNCs

Games - tic tac toe

Management Systems

Distributed cache



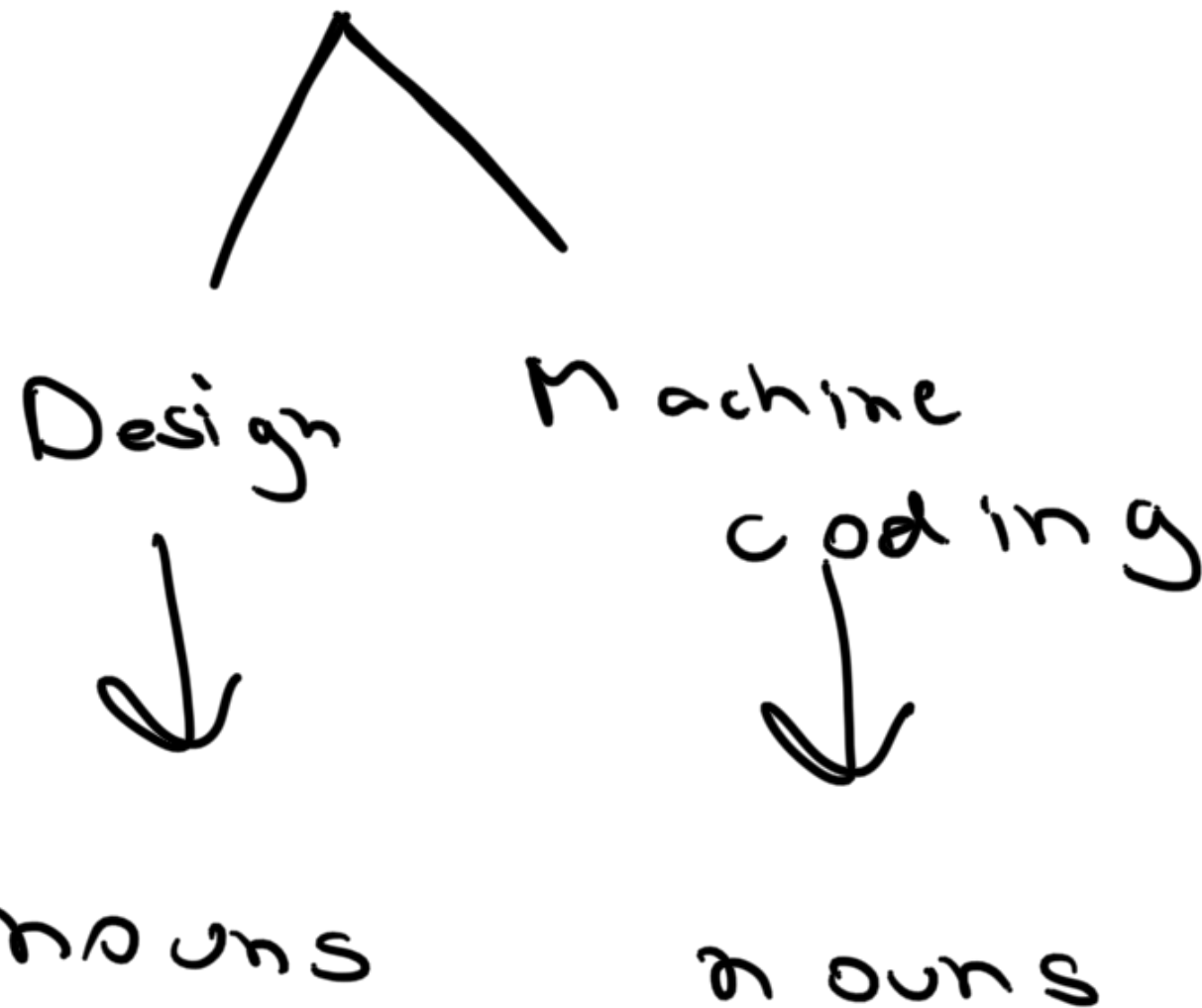


M

M : 11

-
- Use case
 - Class ✓
 - Schema ✓

LLD



Design → Design a pen

MC → requirements

Design a pen

→ Context / overview

→ Software system

→ simulate entity

→ Ask questions

→ Anything that can write is a pen

① Different types of pen

- Ball, Gel, Fountain

② Digital / software?

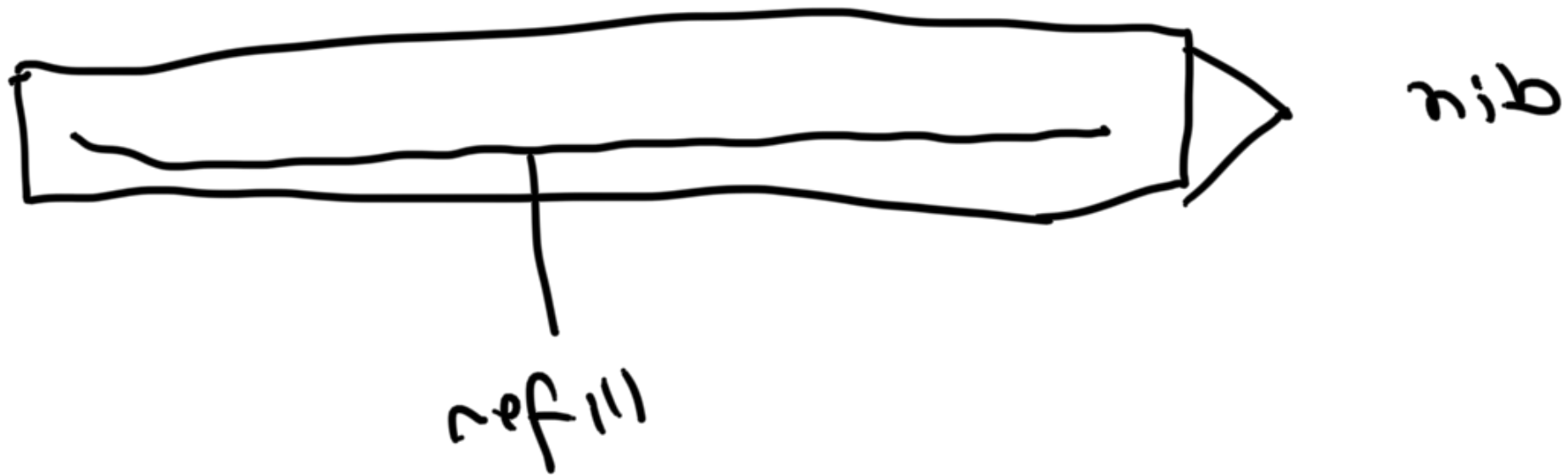
- No

③ A pen can have different
in k colours

④ Refill → in k

⑤ All pens except fountain
will have a refill

⑥ Pen has a nib



⑤ Ball pen → ball pen refill
 Gel pen → gel pen refill

① Current requirements
 - Pen → refill
 → not all pens have refill

② Future

req - increments

③

Behaviour

- write - different writing
behaviour

- refill - not every pen
is refillable

5 - 10 mins

6:04 - 6:08
- 10:38

L L D

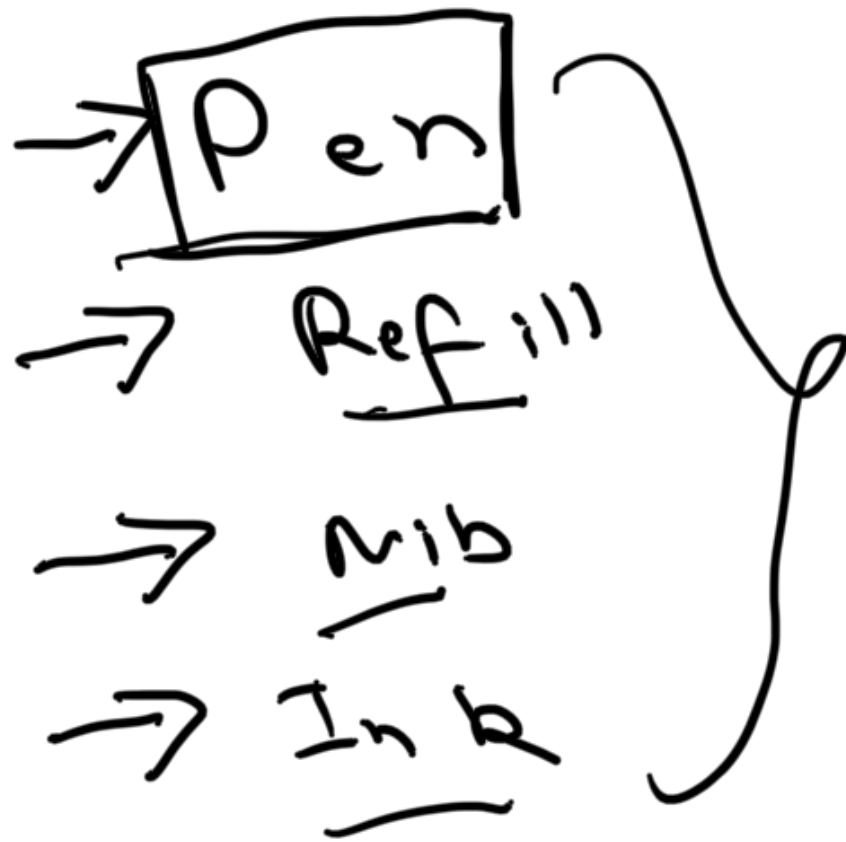
→ implementation

CODE

behaviour

Structure in plant

Pen - Class diagram



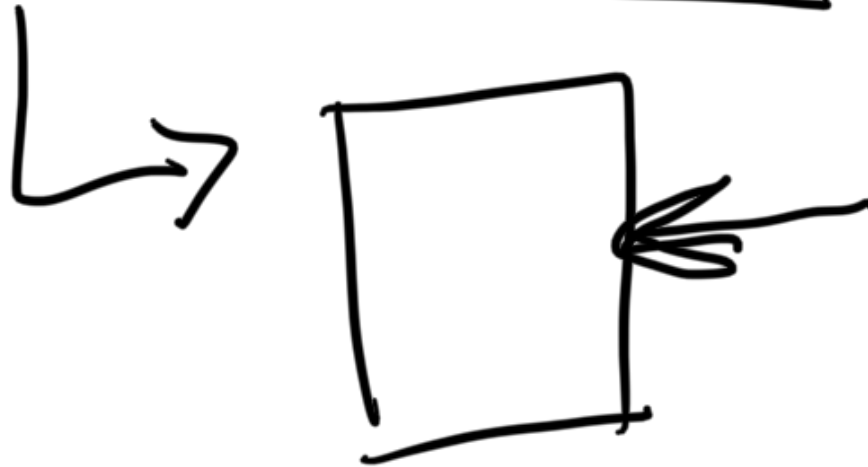
Pen Type
<ul style="list-style-type: none">• BALL• MARKER• FEL• FOUNTAIN

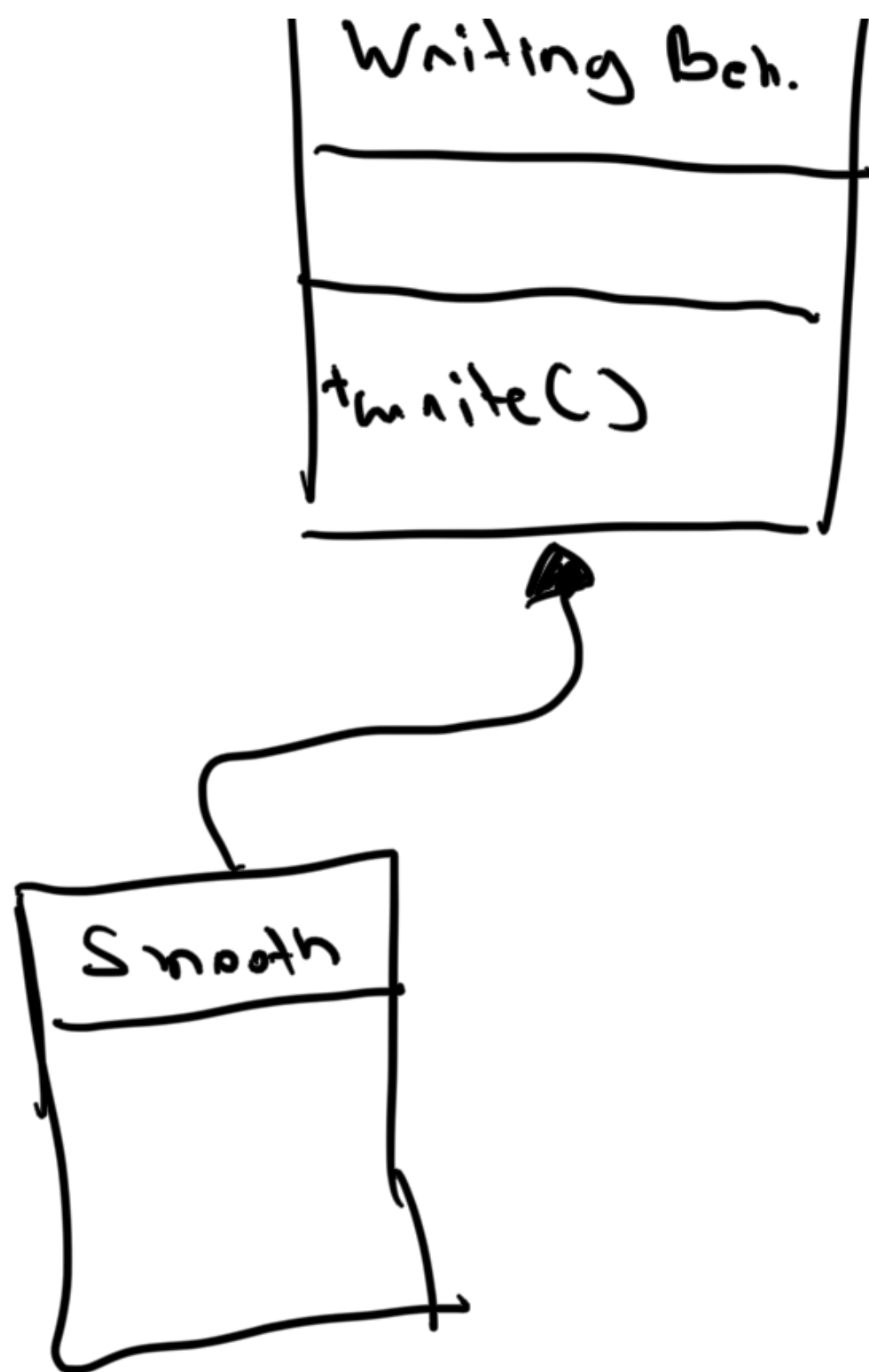
- * All pens write
- * Some pens write differently
- * Some write the same

Behaviour \rightarrow Some equals some

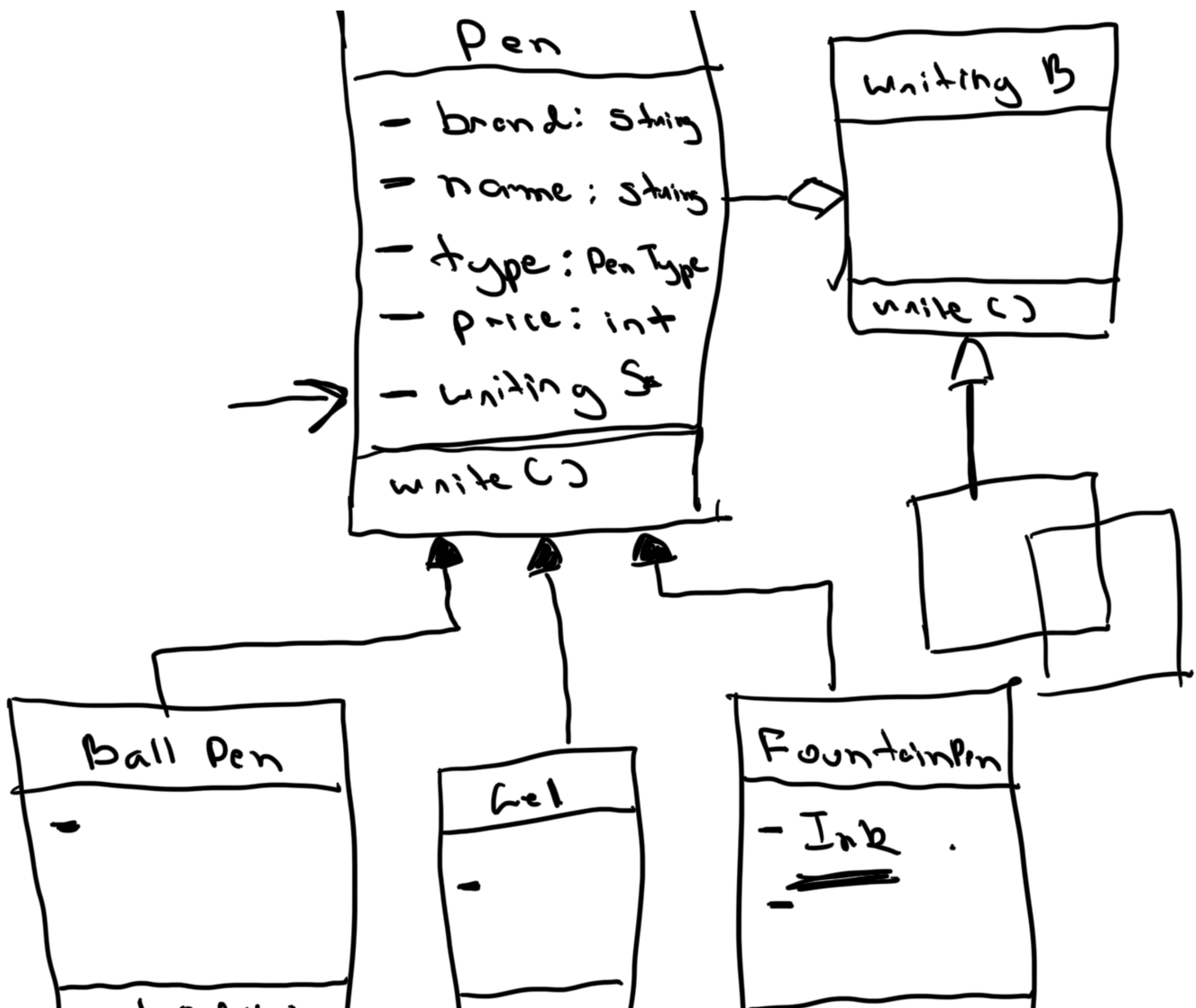
\rightarrow Some persons have different behaviour.

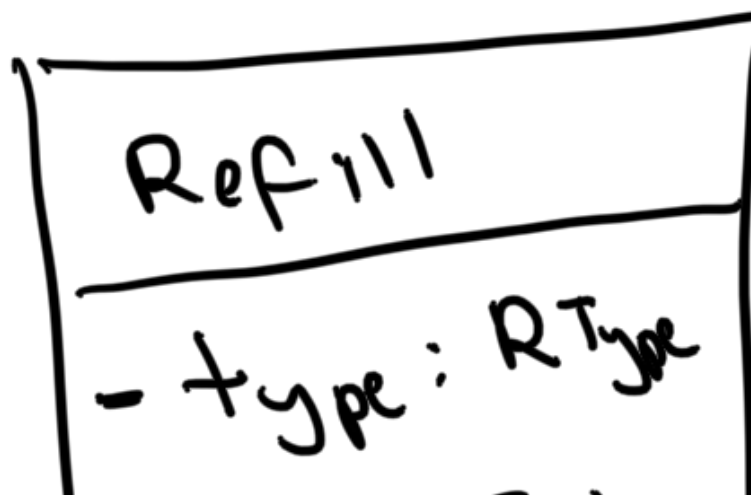
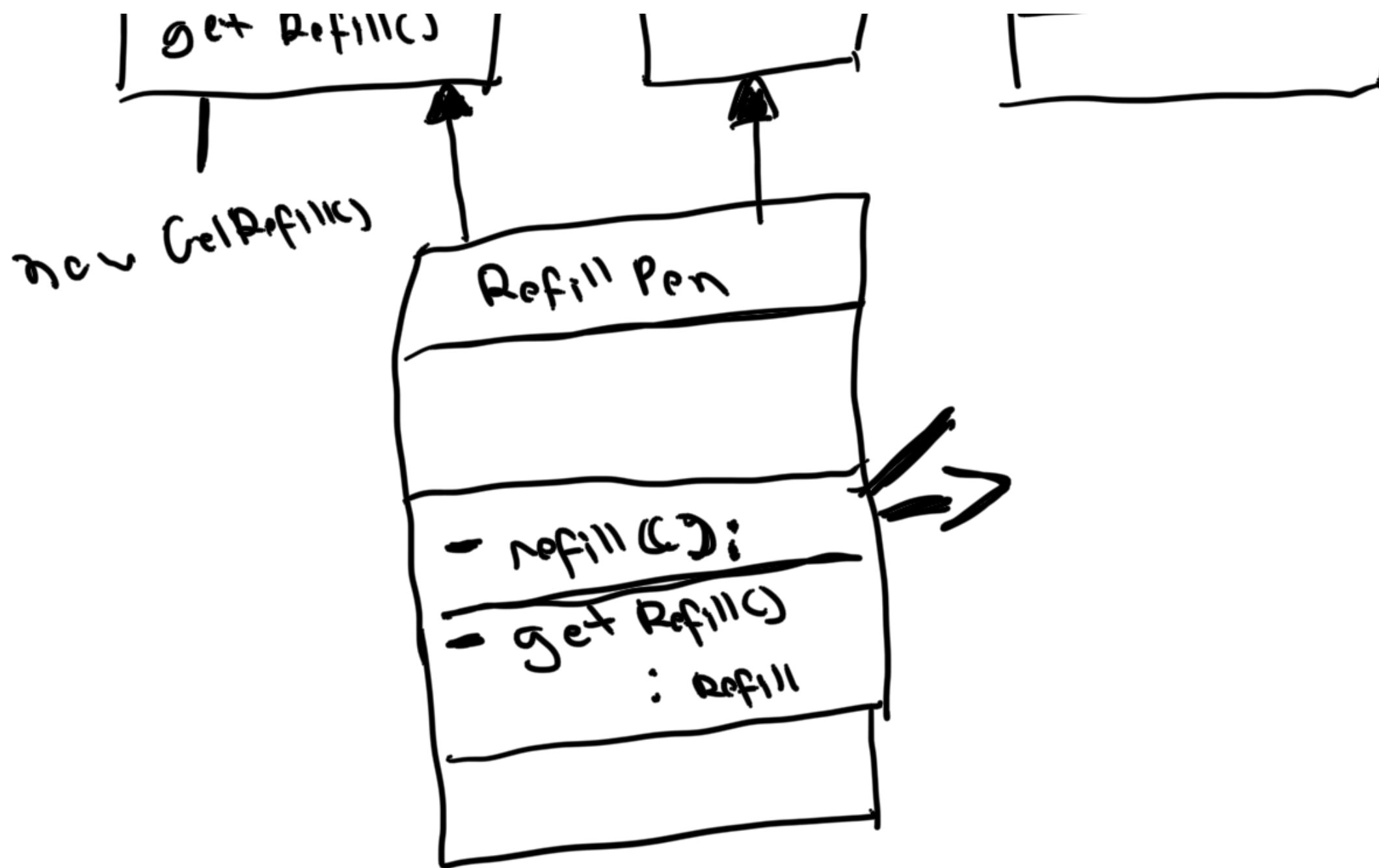
① Common utility class - strategy

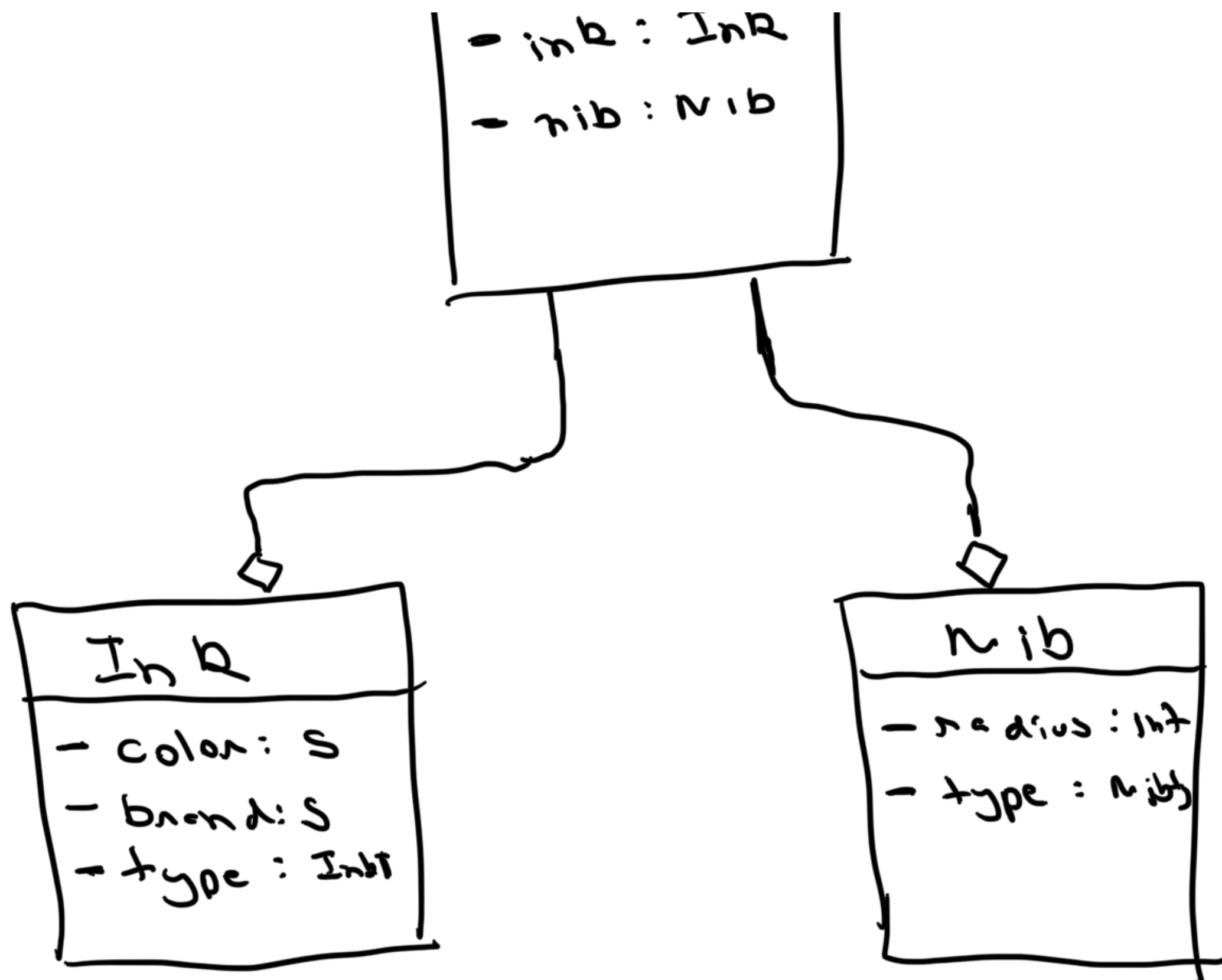




⟨⟨ abstract ⟩⟩







Pen →

Non refillable
↓
Ink

Refillable Pen
- Refil
- refill

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