

Understand Design Patterns in C

Task Details

STARTED AT

01 Oct 2021

PLANNED END DATE

15 Oct 2021

ACTUAL END DATE

19 Feb 2022

STATUS

Done

Description

In this task you shall develop the understanding of basics of design patterns in C. The task will help you understand the basics of API design and introduce you the thought process required for writing industrial grade reusable code. You shall create an abstract API for matrices (you aren't supposed to implement the API). You shall create the API for matrix. Following operations shall be supported by your API.

create, delete, property access (think what properties you shall expose), various operations (this is something which will reflect your own understanding of matrices).

The operations you will expose will also reflect on your understanding of the design pattern.

Resources

Patterns in C – Part 1

<https://www.adamtornhill.com/Patterns%20in%20C%201.pdf>

Patterns in C - State : Part 2

<https://www.adamtornhill.com/Patterns%20in%20C%202,%20STATE.pdf>

Patterns in C - Strategy - Part 3

<https://www.adamtornhill.com/Patterns%20in%20C%203,%20STRATEGY.pdf>

Patterns in C - Observer - Part 4

<https://www.adamtornhill.com/Patterns%20in%20C%204,%20OBSERVER.pdf>