

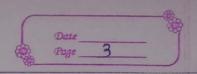
Nome-Ankiter Kesurbheri hodisa Envolment-12008101

Woite a design puttern templute in detail.

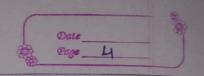
	207471	The pass of the second
	Term	Description.
100	Pattern Name	Describes the essence of the
160	the property of	putern in a short, but expressiv
1	man a E salpa a E	name.
	Intent	Describes when the pattern does.
	Also known	List ony synonymy for the
	AS	pawern.
1,17	Line over	arti-lightenovil and analysis in
	Motivation	Provides on example of a problem
-		and how the puttern solves that
	Bargara (193 milion	problem.
	March and State	1ºala Mariana Mariana
	Applicubility	Lists the situations where the puttern is applicable.
		puttern b applicable.
	Staueture	Set of diagrams of the classes
	0,1000	and objects that depict the
		putter.
		Los droug - San trans
	Participants.	Describes how the purticipents.
	13 4 13 13 13 CH	collaborates to curry out their
		responsibilities.

1	Date	
883	Page	2
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	pringed involved by the second				
	THE RESERVE THE PERSON NAMED IN COLUMN 2 I	Description			
		Describes how the participants			
	1 3 10 1 3 1 3 1 3 1 3 1 4 4 4 4 4 4 4 4 4 4 4	collaporate to carry out			
		their responsibilities			
	(60)	-0-1-32/1/1-1-3-1-1-1-1-1-1-1-1-1-1-1-1-1-1-1-1			
23941	consequences				
merco r	Tank Strong v	with the puttern and the			
		benefits, trade-offs, emd			
		the vuricible that is isolated			
C 3210	instance off t	by the pattern.			
	5000010 010	Somple code in Janua (c#			
For # 1 5 1 1	sumple cone	ample cae in Jula 1 Ct			
	Known use	Examples from the real world.			
Weldner					
CAMPA A HARD PARTIES CALL WITH PART					
2.	2. What are the limitentions of our technological				
E SONE	- Object oriented programs are olivers				
		programs, beceuse of			
	their size.				
	and the commence of dispussion of the				
2114	- compiler overhead				
	- Runtime overhead				
Varth.	roograms.				
	1000 goomes.				



- = 000 are much larger them other programs. - Requires intensive testing procedures. - It require a lot of work to creeke. 3. What are the advantages of design Putterm. - The benefit of design patterns lies in reusability and excitensibility of the currectly developed applications. - Design puttering improves softwine development process. - Design patterns use object - oriented concepts like decomposition, inheritemee and polymorphism - collaboration - Consequences - patterns describes now software is Structured.
 - Design patterns are more sophisticated and advance approanes than basic deter structures than basic deter structures



4. Give one example and discribe solution

-> Yesterday i have to attend a important meeting online but my mobile duta cous finished, how do i attend meeting on time.

problem: - Attend meeting online on time.

Conteact: - Mobile delter was finished

solution:

- Immidiately recharge
- · net wi-fi
 - Attend meeting on omother phone.
- 5. Write classical definition of design pattern.
 - Solution to a problem in a context.

 It is a documented base practice

of software annitecture.

documented from what ever experience we have got while solvingreal life moblems)