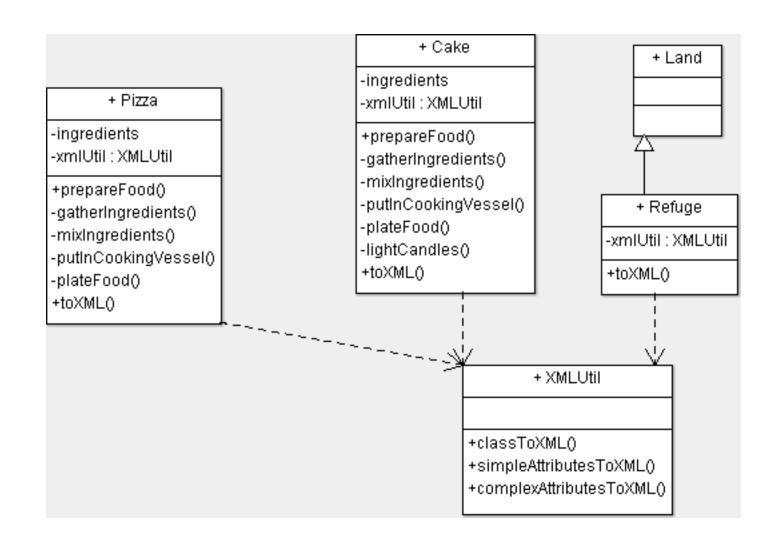
# CS 417 Design Patterns

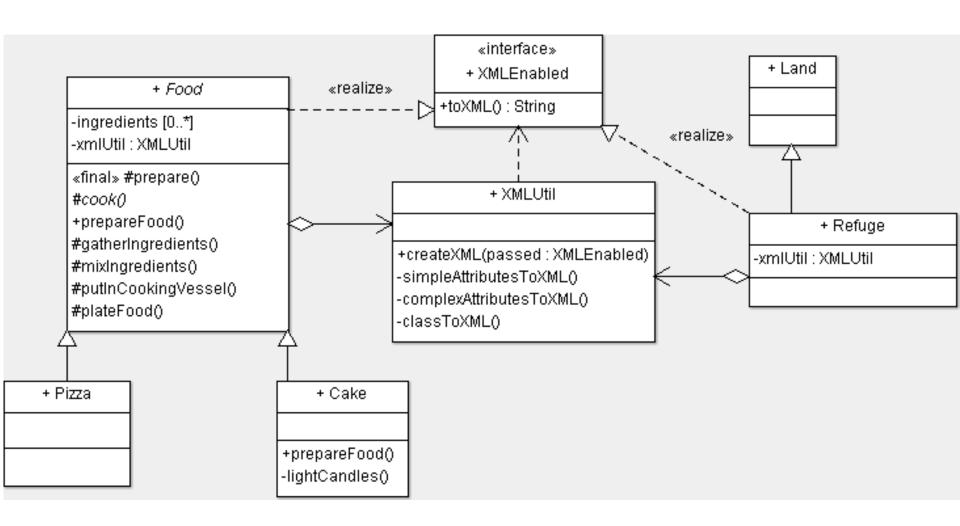
Design patterns: Designing generic components Examples

Dr. Chad Williams
Central Connecticut State University

# Group Work Original UML



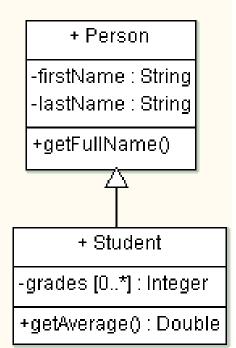
#### Group Work Refactored UML



## Refactoring example 2 - original

- + ProgrammingAssignment
- -documentationGrades [0..\*] : Integer
- -functionalityGrades [0..\*] : Integer
- -assignmentName : String
- +getAverage() : Double
- -qetGrades()
- ~getAssignmentName(): String

- + WrittenAssignment
- -grades [0..\*] : Integer
- -assignmentName: String
- +getAverage(): Double
- ~getAssignmentName() : String



## Refactoring example 2 - refactored

