

Tute 8: Design Patterns

Review:

What are some commonly used design patterns?

Programming Concepts:

What is a factory pattern?

What is the singleton design pattern? How do we implement this in modern C++?

What is the MVC design pattern? Can this only be useful in gui programming?

How is a prototype used in conjunction with a factory?

How can this be used with a strategy pattern?

Compilation: None this week.

Errors: None this week.

Debugging: Comments

How do we make code more readable?

How do we make code more modular?

Exercises: None this week