

<b>Principle/Pattern name (type)</b> Ex.: “Polymorphism (GRASP)”	<b>Classes that are involved</b> Ex.: “Animal, Cat, Dog”	<b>Additional comment</b> Ex.: Cat and Dog inherit from Animal
Layer Architecture	- Form - ControllerManager - GeneralLogic - StudentLogic - DonorLogic	The Form uses the controller as a gateway to other classes' logic. For the UI to NOT modify anything in the logic engine explicitly.
Polymorphism	- IUser - Student - Donor - Guest	Student, Donor, and Guest inherits from IUser interface.
PureFabrication	- UserState	Keeps track of the state of the application so that the UI can Update its Interface based on user type.
Factory/Dynamic Data Allocation	- Project - Individual Project - Club Project - ProjectDataDictionary - ProjectFactory	Create projects based on project type name. When attempting access, a project gets all existing projects within the assembly.
Observer	- Form - ControllerManager	sends a message to the form whenever the user has been changed, while the form listens and updates based off this.
Creator	- StudentLogic	Creates applications for a scholarship. Also creates the projects using the factor class.