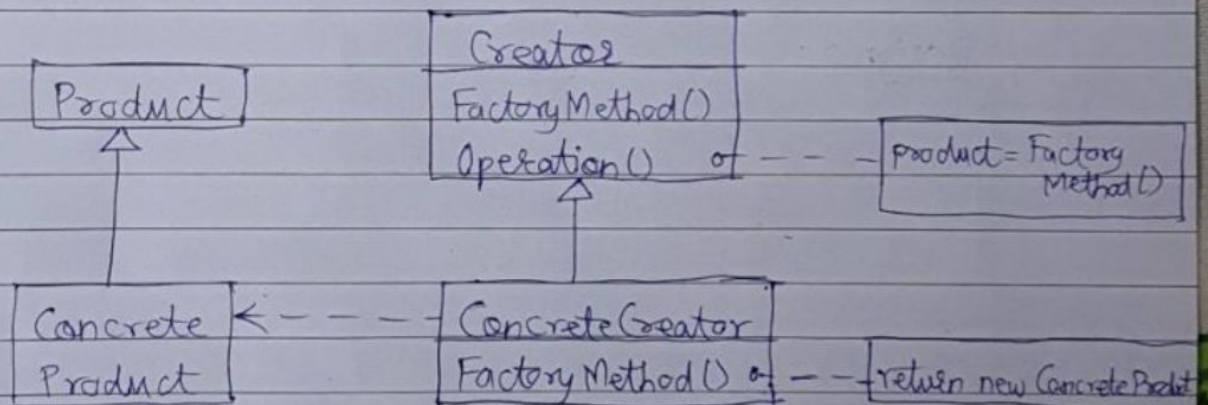


SE - Final Exam

PART ADesign 1: Using Factory Pattern

- Factory pattern is one of the most used design pattern in Java.
- In Factory pattern, we create object without exposing the creation logic to the client and refer to newly created object using a common interface.
- Factory pattern lets a class defer instantiation to subclasses.

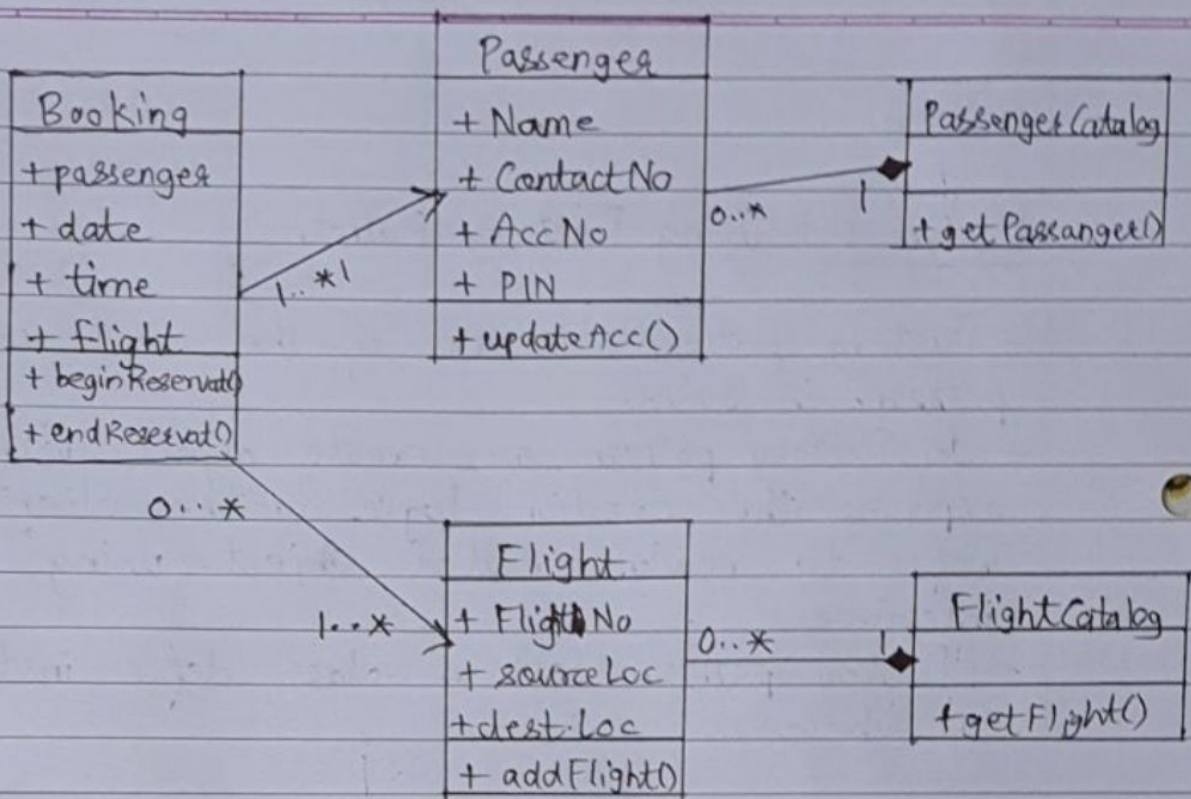
Structure of Factory MethodParticipants

Product (Authentication)

Creator (Get payment type)

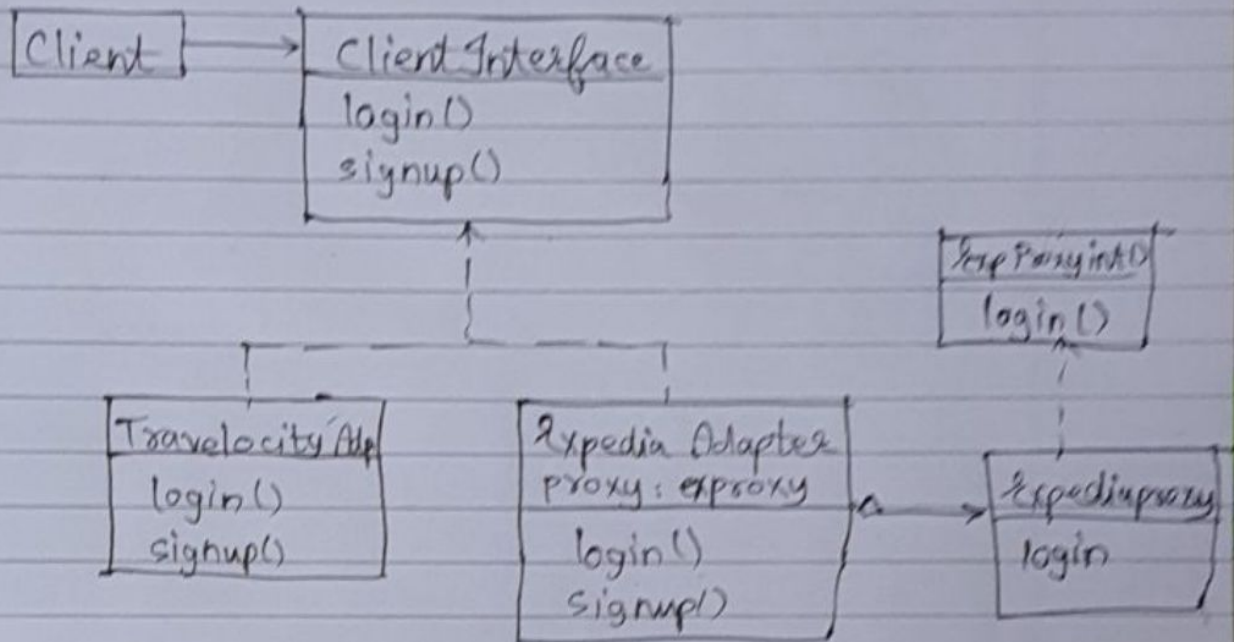
Concrete Creator (Program)

Concrete Product (menu, detail, reservation)



PART A

Design 2: Using Adapter Pattern



- Adapter pattern works as a bridge between two incompatible interfaces.
- This pattern involves a single class which is responsible to join functionalities of independent or incompatible interfaces.
- Strategy Pattern could also be used to solve given problem.