

NodeJS Acceleration

Exercise 8: Design patterns

Preamble: Patterns, as far as programming is concerned, are ways of thinking about solving problems and achieving results. Each pattern seeks out the most optimal means of achieving its objective while being understandable, maintainable and testable. This exercise will guide you through a number of design patterns you can implement in Javascript. Get ready to adopt various programming paradigms!

Task A:

Problem statement: You are to perform in-depth study (with your team) of the listed topics (design patterns) in the following *outline*.

Outline:

1. Factory pattern
2. Bridge pattern
3. Composite pattern
4. Decorator pattern
5. Observer pattern
6. Chain of Responsibility pattern
7. Flyweight pattern
8. Facade pattern
9. Command pattern
10. Singleton pattern

Requirements:

1. You will make a documentation of your findings, to be submitted as a medium draft to the organization's publication.
2. While your documentation talks about all these patterns, it must clearly portray your team's favorite of these patterns, stating the reasons too.
3. On each topic, you are to create examples focusing on clearly defined use-cases.
4. Each example is to be contained in your github repo for this exercise, and also must be represented by a *repl* link in your repo's readme.

Submission guideline:

Each pattern is to have at least one *repl* showing implementation example, all code must be contained also in the github repo. All repl links must be in the repo's readme.

