Our project is a reconstruction of a situation where two foreign companies speaking different languages organize a meeting and have a business conversation. The idea for the project came from a situation where both parties do not know or have poor command of the other company’s languages. This causes a lot of misunderstandings and greatly hinders business, which is why companies often hire translators for such cases.

Nowadays, most companies gather in online meetings, where it is undesirable for third parties to be present, which is why our project could greatly help all such organizations.

First of all, our project could translate in real time, communicate orders to assistants and conduct meetings without leaving home. This saves a lot of time, because you don’t need to spend money on a translator every time or waste your time in front of an online translator.

Our site strives for such ideals. And to achieve it, we used various software design patterns.

In the early stages of the project, the main method we used was the Factory method. With its help, we semi-automated the creation of company employees and their language proficiency. The project only uses 2 languages as an example, but the project is capable of more languages. The Builder method contributed to the creation of the company structure. Each company had its own name, director, manager and accountant. Companies also have several assistants, who are grouped and informed using the Observer method. The decorator was used to improve the flexibility of the project, and Singleton, represented by a translator in both companies, helps the two parties understand each other by allowing the two parties to communicate through one person.

The project used 6 design patterns, namely: Factory method, Strategy method, Builder method, Observer, Decorator and Singleton. During the creation of the project, the most difficult challenge for our team was not the difficulty of combining 6 patterns into one project, but unexpected communication with our group. For our group, it turned out that schedule 1 might not coincide with the schedule of others, which greatly slowed down the process.

As a result, our project, although not ideal, is quite practical to help