

Design Patterns and Software Development Process

For each project's exercise, the following sections must be used and present to explain design hypotheses, modelling and adopted solutions.

Exercise X – Title – Covered topics (header to copy-paste from project assignment pdf)

- 1. Introduction** (a brief description of the problem)
- 2. Design Hypotheses** (specification and explanation of details not explicitly indicated in the project assignments, but required for the solution's design and implementation)
- 3. UML diagrams**
 - a. Class diagram of the solution**
 - b. Sequence diagrams** (at least, one sequence diagram of one solution's use case)
- 4. Test cases** (description of the employed techniques; specification of at least 2 executed test cases, a sample of input data (if present), expected and obtained results)
- 5. Additional / Final remarks** (optional)