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Code Patterns

1. Visitor Pattern

*public abstract class* TaskVisitor {  
 *public* String visit(TaskManager taskManager) *throws* Exception

This class is an example of a visitor pattern because the original object is now passed to one of the visitor’s methods as an argument, providing the method access to all necessary data contained within the object.

Location: ganttproject/src/main/java/net/sourceforge/ganttproject/export/TaskVisitor.java

1. Chain of Responsibility Pattern

*public abstract class* AbstractTagHandler *implements* TagHandler

*public class* TaskDisplayColumnsTagHandler *extends* AbstractTagHandler

*public class* RoleTagHandler *extends* AbstractTagHandler

This pattern lets us to pass requests along a chain of handlers. Upon receiving a request, each handler decides either to process the request or to pass it to the next handler in the chain.

Location: ganttproject/src/main/java/net/sourceforge/ganttproject/parser/AbstractTagHandler.java

1. Facade Pattern

*public class* TimelineFacadeImpl *implements* MouseInteraction.TimelineFacade

This class is responsible for the timeline of the program and encapsulates multiple classes in order to allow outside classes to use their methods, simplifying the code.

Location:

ganttproject\src\main\java\net\sourceforge\ganttproject\chart\mouse\ChangeTaskProgressInteraction.java