

Designing for Testability, Abstract Factory (Pre-class preparation)

Due Mar 9 by 9am **Points** None

Principles: Designing for Testability

Patterns: Abstract Factory

- Read:
 - On Safari Books Online, read chapter “29. Factory” in the book “Agile Principles, Patterns, and Practices in C#” by Robert C. Martin.
 - <https://learning.oreilly.com/library/view/agile-principles-patterns/0131857258/ch29.html>
(<https://learning.oreilly.com/library/view/agile-principles-patterns/0131857258/ch29.html>)
 - In Safari Books Online, in the Design Patterns: Elements of Reusable Object-Oriented Software book, read the following:
 - [Section titled "Object Creational: Abstract Factory" in Chapter 3. Creational Patterns](https://learning.oreilly.com/library/view/design-patterns-elements/0201633612/ch03.html)
(<https://learning.oreilly.com/library/view/design-patterns-elements/0201633612/ch03.html>)

