

Code Reuse, Open-Closed Principle, Template Method Pattern (Pre-class preparation)

Due Feb 3 by 9am **Points** None

Principles: Template Method

- Review the following, which you should have already read:
 - In Safari Books Online, in the Design Patterns: Elements of Reusable Object-Oriented Software book:
 - **Section titled "Class Behavioral: Template Method" in Chapter 5: Behavioral Patterns** (<https://learning.oreilly.com/library/view/design-patterns-elements/0201633612/ch05.html>)
 - In Safari Books Online, in the Agile Principles, Patterns, and Practices in C# book, review the following:
 - **TEMPLATE METHOD and STRATEGY: Inheritance versus Delegation** (<https://learning.oreilly.com/library/view/agile-principles-patterns/0131857258/ch22.html>)
 - In Safari Books Online, in the Agile Principles, Patterns, and Practices in C# book, review the following: (<https://learning.oreilly.com/library/view/agile-principles-patterns/0131857258/ch09.html>)
 - **The Open/Closed Principle (OCP)** (<https://learning.oreilly.com/library/view/agile-principles-patterns/0131857258/ch09.html>)

