Object Oriented Design Patterns
Lab Sheet – Week 3

Exercise 1
- Get the code up and running and comment code showing your understanding of the Java implementation of the **Abstract Factory** design pattern.
    - Full source code is available on Bright Space.

Exercise 2
- Modify the code resources from this week to also allow for a Unix Window widget.

- **Exercise 3**

    Draw a UML diagram representing abstract factory, using participants (classes) from the Java implementation this week. Use the Gang of Four poster in the Resources section on Brightspace as a guide.

    Recommended Tool for modelling: https://staruml.io/