Homework

**1) Theory**

MyBatis guide:

<https://www.baeldung.com/mybatis>

Solid principles:

<https://www.baeldung.com/solid-principles>

Design patterns:

<https://www.baeldung.com/creational-design-patterns>

<https://www.baeldung.com/java-structural-design-patterns>

<https://www.baeldung.com/java-proxy-pattern>

<https://www.baeldung.com/java-adapter-pattern>

<https://www.baeldung.com/java-decorator-pattern>

<https://www.baeldung.com/java-strategy-pattern>

**2) Practical tasks**

1. Add MyBatis DAOs to the existing hierarchy with the same requirements. Use annotations for the mapping.
2. Switch service classes to MyBatis.
3. Apply SOLID principles to your project
4. Apply Design patterns to your project

Assignment of patterns:

| Romi | Factory and Proxy |
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| Ramiro | Adapter and Builder |
| Emily | Decorator and Builder |
| Ulises | Factory and Proxy |
| Jorge | Adapter and Builder |