



Object Oriented Programming

Topic 9: Design Patterns

Resources

The following resources can help you with this topic:

- *Design Patterns - Elements of Reusable Object-oriented Software* by Gamma et al.

Topic Tasks

Before starting to work on the tasks, first read through this entire document to get a sense of the direction in which you are heading. Complete the following tasks and submit your work to the Blackboard for feedback before the deadline (check Blackboard for the submission deadline).

Supplementary Exercise - Case Study: Iteration 5

Remember to submit your progress, even if you haven't finished everything.

After you have **discussed** your work with your tutor and **corrected any issues**, it will be signed off as complete.

Supplementary Exercise - Case Study: Iteration 5

Note: Do not let Credit Tasks delay you in keeping up with unit due dates. If you are behind, skip these tasks and move on to the next Pass Task. You can always come back and have a go at this later if you get time.

Over the next few weeks you will implement a larger object oriented program that demonstrates the use of all of the concepts covered so far. This will help you develop a deeper understanding, and create additional pieces of work to communicate this understanding.

1. For this week complete Iteration 5 - Create a Console Application

Once your programs are working correctly add additional details to your cover page. Remember to relate what you are doing to the unit's learning outcomes.

Tip: Now would be a good point to reflect on anything you did in these iterations that was interesting or challenging. Elaborate on this in the cover page so that you can take advantage of this in your portfolio.