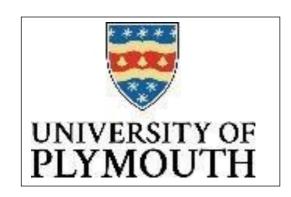
COMP2000: Software Engineering 2

Lab-9: Design patterns and Solid Principles



Activity – Android Studio using Java – consider the SOLID design principles.

- 1-Design and implement a mobile app (one interface) display students' details (name, address, stage) that is stored in an Arraylist. The app should allow admins to enter the students' detail. <u>Use a suitable design pattern.</u>
- 2-Use the Singleton design pattern to connect to the following API and fetch the data to the interface. https://jsonplaceholder.typicode.com/todos/
- 3- Consider the following scenario:

We would like a mobile application that can turn a TV on or off. The application should have at least two classes: Switch and TV.

- Design a program that adheres to DIP.
- Implement the previous design considering the DIP.