**Software Development 3**

**Research Project 20%**

~~Using a design pattern of your choice~~ (~~Singleton~~, Decorator, Factory, ~~MVC~~), ~~design a program which is~~ **~~suitable~~** ~~for the pattern.~~

**Requirements:**

* ~~It must be possible to create and delete objects~~
* ~~Objects must be serialized for storage, allowing objects to be read back in (deserialized) next time the program is run.~~
* ~~RMI must be used to demonstrate understanding of server-client communication.~~
* ~~GUI:~~
  + ~~Display all objects~~
  + ~~Ability to add object~~
  + ~~Ability to delete objects~~
  + ~~Ability to edit objects~~
* ~~Brief documentation explaining the design pattern, why it was chosen (suitable) for the project.~~

~~Don’t forget to comment code!~~

Screencast and code to be submitted