Practical Problem 18

Name : AnyStrategy

Context:

1. Strategy for cracking an Exam:

A Student needs to prepare for any exam in order to get an A in any Exam. The strategy for preparation in order to get an A involves many steps in order to achieve the end goal of Winning. The Student uses many reference books and the lecture notes for the preparation. The student also needs to finish the exam within the stipulated time in order to be considered for grading of the test. All these steps when followed in the specifies order will lead to the student getting an A

2. Strategy for profits in the Stock Market

Any Investor who is willing to succeed in the Stock market needs to follow of strategy. Firstly the investor needs to be up to date with the emerging companies and technologies in the market which can be done using several resources such as newspapers and magazines. He should analyse the market whether it is a bearish or a bullish market and buy a Put/Call accordingly. Once the investor buys shares from one company. He should also look to expand his portfolio by diversifying. Then the investor should sell the stocks according to the market in order to make a profit.
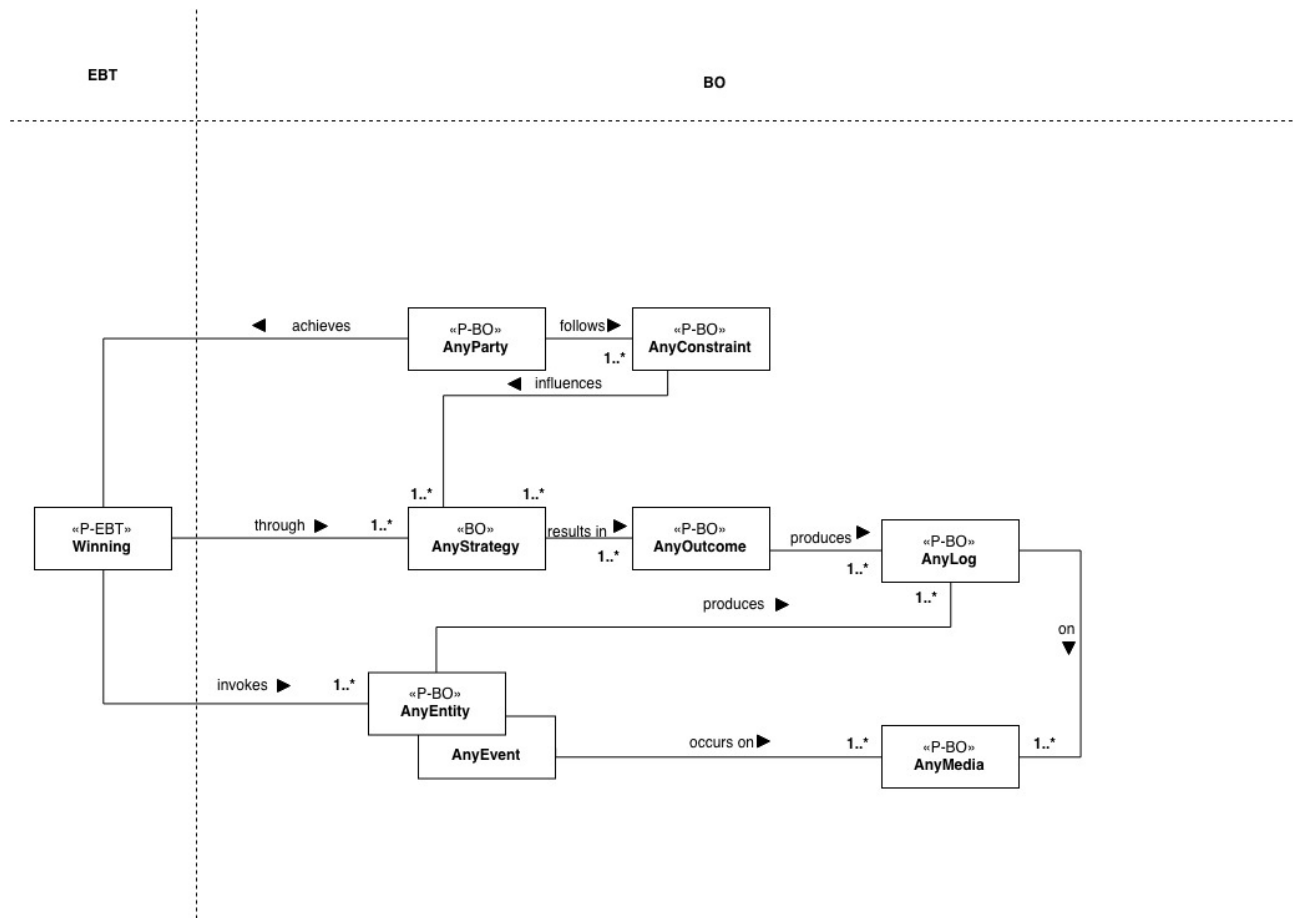
3. Strategy to win in a Football game

Let us consider a scenario in which two teams are playing against each other for the Champions league finals. Before the match begins, a lineup is formed with the best 11 players out of the whole team and assigned playing positions to each of the player based on what he can do best. Then a strategy is developed for each play so that goals can be scored. The team with the maximum number of goals at eh end of 90 minutes will win the game.

Problem :

1. A Pattern has to be designed in order to devise a strategy which can help anyone secure an A in an Exam.
2. To devise a strategy which can help any Investor succeed in the Share market.
3. To design a pattern which can help the team manager in devising a strategy which can help the team in winning the game.

Solution :

1. Pattern:

2. CRC cards:

AnyOutcome(Strategy Effect Descriptor)		
Responsibility: Represents the generic interface for predicting the after effects of strategy implemented.	**Collaboration**	
	Clients:	**Server:**
	AnyLog AnyStrategy AnyOutcome	associateStrategy() checkLog() updateLog() describes()
Attributes: name, type, description, properties, typeOfLog, typeOfOutcome		

AnyStrategy(Strategy Descriptor)		
Responsibility: Represents the generic interface for different planning done to achieve the required goal.	**Collaboration**	
	Clients:	**Server:**
	Winnning AnyConstarint AnyOutcome	followConstraint() checkOutcome() describes() improvePerformace() associateResult()
Attributes: name, type, description, features, properties, composition**,** typeOfConstraint**,** parameterUsed		

Winning(Strategy Handler)		
Responsibility:	**Collaboration**	
	Clients:	**Server:**
Defines the process for acknowledging the result of strategy implemented to achieve the final goal.	AnyStrategy AnyParty AnyEntity	specifyStrategy(), selectEntity() givesResult()
Attributes: description, data, methodUsed, doneFor, usedBy, rulesFollowed, partyInvolved, constraintFollowed		