Software Architectures
Assignment 1: Design Patterns

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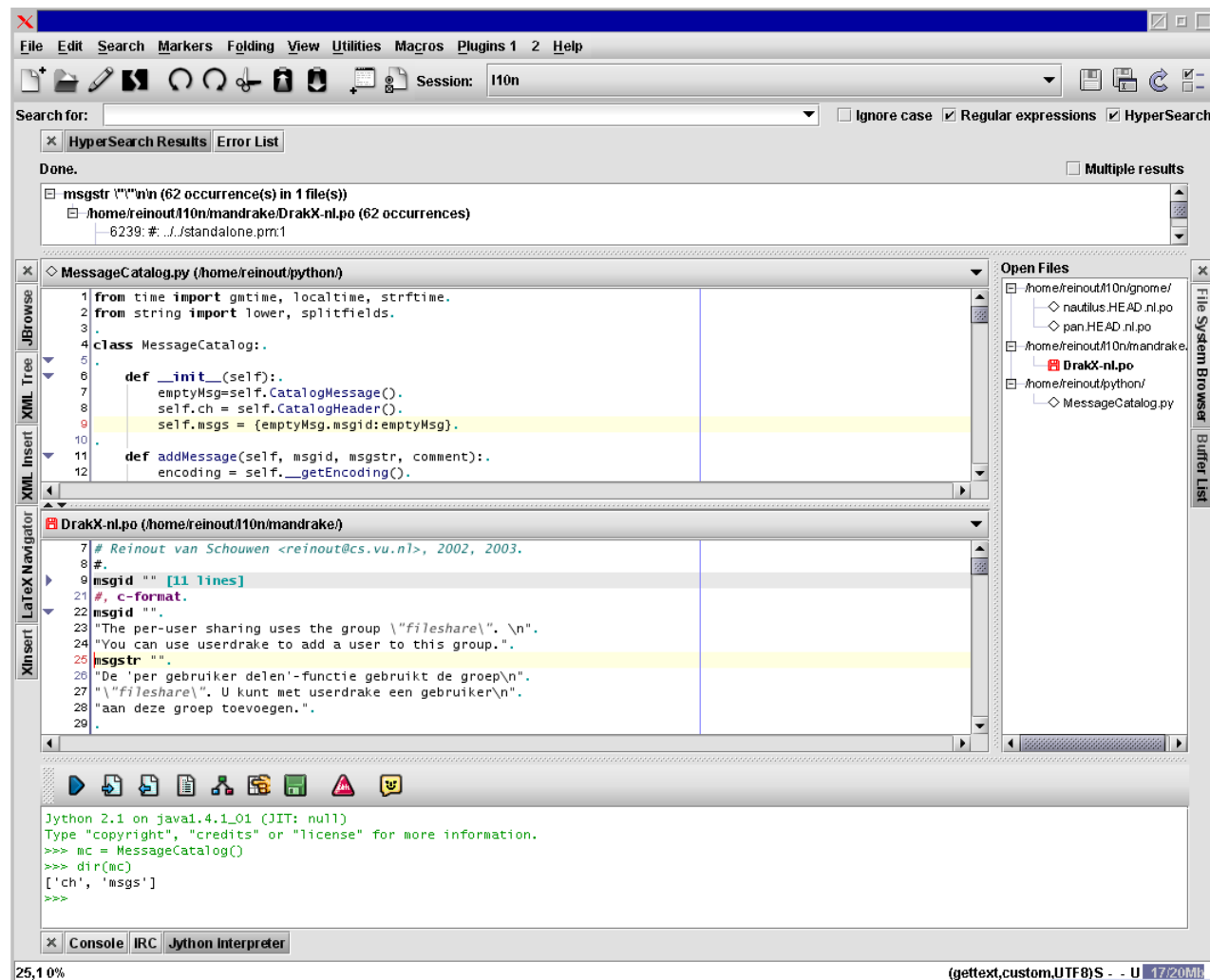Vrije Universiteit Brussel

Procedure

- Assignments are graded

- Deadline fixed

- Report (in English) & possibly code

- Teams allowed, max 2 people

- Submit using PointCarré (follow naming schema!)

- Additional defense possible

Assignment 1: Design patterns

Instructions on PointCarré

Deadline: **Thu, 5th March 2015**, 23:59

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Exercise 1: Identify patterns

In example application, identify:

- Singleton

- Abstract Factory

- Observer

- Adapter

- Visitor

For each, give:

- Participants

- Motivation

- Class diagram

Exercise 2: Recognize patterns

Recognize two patterns in UndoManager

Give:

- Name of the pattern

- Participants

- Motivation

Exercise 3: Coupling and Cohesion

For 3 classes:

- Type of cohesion
- Is this high or low cohesion?

For the relation between 2 classes:

- Type of coupling
- Is this tight or loose coupling?