

# **Bear Simulation**

In bear simulation project, we have 2 bears: panda and polar. These bears are making different sounds. Bark and Voah. We tried to apply 5 different principles in this project. Adapter is used to adapt a GrizzlyBear class. Decorator is applied to extend bear bark counting functionality. Abstract Factory is applied to instantiate bear with or without counting functionality. Composite is applied to several bear and Panda bear family. Iterator is used in conjunction with Composite.

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