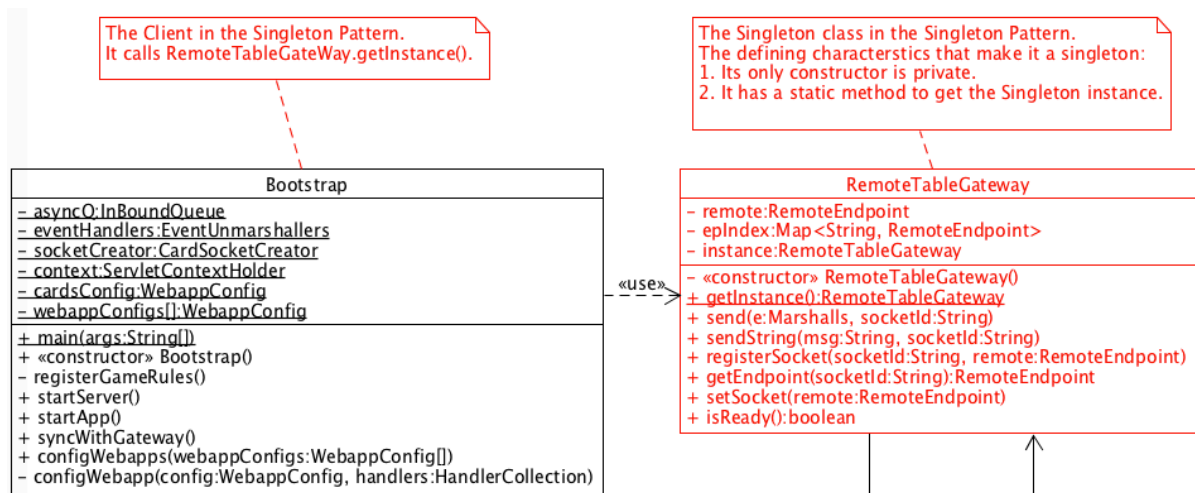# COMS 362 Project

Iteration 3: Reflection

Details

As an individual create a document with the following information and submit it to Canvas.

1. (40 points) Provide a UML class diagram that clearly describes one design pattern in the cards framework you directly used (e.g., added or modified a class that extends an interface in the pattern) to implement one of your individual features. The diagram should show the current state of the project and contain notes that label the parts of the design pattern (e.g., this is the Client class, this is the Singleton class, etc.) Include only the classes/interfaces required to fully describe the design pattern in the context of the cards framework. Clearly mark what you added or modified. For example, suppose you created a singleton called RemoteTableGateway (that class already exists, but for the purpose of the example suppose it didn't), your diagram would look something like this.

2. Provide a link to your team's repository.

3. List the two features that you attempted and describe the current state of each (e.g., completed with no known errors, mostly complete but some errors, not complete, not attempted, not able to test due to team integration issues, etc.)

4. List of all files that you created or modified to complete the two features. Give the full package and class names (e.g., coms362.cards.fiftytwo.P52InitCmd).

5. What aspects of the project went well?

6. What aspects of the project didn't go well?

7. Provide additional feedback about the project if any.

Dates

The submission is due: Sunday, April 18

Individual Responsibilities (50 points)

- Submit a document to Canvas with all required information.

Team Responsibilities

- There is no team component for this iteration.