**Assignment- Design Pattern (Individual)**

**Implementation Steps**:

**Façade Pattern**:

* Initially, main class drives the façade object.
* It acts as interface between the other subsystems and main class.
* Login method gets initiated from Façade class, successfully logged in.

**Bridge Pattern**:

* Once login completed, it will add products to either seller or buyer based on product list displayed based on product menu type.

**Factory Pattern:**

* This pattern enables that which subclass to be instantiated first.

**Iterator Pattern:**

* This pattern helps to display the list elements for buyers.

**Visitor Pattern:**

* It helps user to go through all the products, trading, and façade list.

**Output**:

Seller Test case

1, If username: pepe

Password: 3333 , login success as seller and Select 0 for Meat Product and 1 for Produce Product

Enter 0

* Display all meat list of items

Text

Description automatically generated

2, Buyer test case:

If username: tutu

Password: 1111 , login success as seller and Select 0 for Meat Product and 1 for Produce Product

Enter 1

* Display all produce list of items

Text

Description automatically generated