# Introduction

# Scenario analysis

## Scenario

Describe the scenario where you may need a pattern

## Diagram

Diagram + explanation

# Implementation

## Code

Code + explanation (should relate to diagram in 2.2 as well)

## Program screenshots

Screenshots of program running

## Test Plan

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* Create Date: 02/07/2022

Table

Description automatically generated

# Discussion

## Range of similar patterns

Brief summary of some similar patterns (Describe the use of design patters with relevant examples of Singleton, Builder, Adapter, Iterator, Observer of Design Pattern). Explain why your pattern is the most suitable for your scenario

## Usage of pattern

Evaluate the use of pattern in your program (advantages / disadvantage)