

SP_5

Task 1: Analyze the design patterns used in

- i) implementing data structures
- ii) Game Programming and observe the implementation advantages.

Task 2: Do reverse engineering of object oriented code and draw class diagram for it. Try to identify design flaws in the solution.

Task 3: Create a credit card validation system by using appropriate design pattern.

Task 4: A news agency gather news and publish them to different subscribers. Use Observer pattern to implement the solution to distribute the news in various modes.