Assignment #4

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E128.

b) Adapter pattern. Create an adapter that masks the operations and changes performed on the *RegularPolygon* objects.

c)Factory pattern with a generic class being an *Image* and the specific class being the individual images. When a new image is created, destroy the old instance to free space in memory. I.e. a photo viewing application on a computer that only loads an image into memory and displays it when the image’s path is selected in the application.

d) Façade. Create specific API.

e) Observer pattern to watch the input and react accordingly based upon the type of input. Implementation may require the use of other patterns (i.e. adapters) for each specific type of input.

E135.

a) We have a façade pattern (i.e. Hotel is likely a façade that maps its operations to other sub components). General hierarchy because destroying the hotel object would also destroy its quality level. Also, hotel has many rooms within it. Singleton pattern (i.e. a specific hotel may only have one instance of itself, since we don’t cover the concept of franchises in this design).

b) TBD

E152.

c) TBD

E169.

a)

PART 2

c) The class diagram developed was based purely upon the specifications given in the question. In order to improve the design, multiple improvements could be made. First, the survey system itself should not have direct access to both the master and slave node servers. This detail should be hidden behind a **façade** pattern. In this way, the survey system would only be communicating to the data servers through some sort of well-defined API. Within the façade, the backup and retrieval of data would be masked away from the application. This way, the same server system could be used to store data for many types of applications concurrently, as opposed to just survey instances.

Secondly, the façade could be improved by implementing a **singleton** pattern. Here, a “ServerConnector” singleton could be created that would handle parallel connections to the exterior server façade that manages the master and node servers. This way, the entire application backend could be simplified to only show the bare minimum complexity to the developers implementing the user facing portion of the server system.