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)