# Introduction

Each group was given two tasks to complete, to design two programs to demonstrate two design patterns of their choosing. Groups were also paired in twos to learn from the other one group. The pairing group had design A as the state pattern and design B as the iterator pattern. We would then respectively have the iterator pattern as design A and the state pattern as design B .

# Design A Overview

The paired group had designed a short program that showed the a rectangle changing colours when it changed states. They also had a game that demonstrated states.

# Design A Pros

* Second Program clearly displayed the alterations of states.
* Class Diagram was neat and legible
* They explained and had a clear understanding of the intricacies of the state design pattern.

# Design A Cons

* The First Program over simplified the state design pattern.
* The class diagram was suppose to be hand written

# Design A Criticism

The first design did not properly demonstrate the practical use of the state design pattern and was too simple. The second program was a much more purposeful and profound example of the state pattern. They had a the class diagram created in a program which made it very easy to read, however we were instructed to draw the class diagram by hand. However, both members had a vibrant and wholesome understanding of the State design pattern and could answer any questions asked. We found the groups Design A pattern to be constructive and concise which subsequently aided us in designing our Design B pattern.

# 