The first picture below is our part 2 class diagram, and the last picture (colored) is the final class diagram, which is also our class diagram from part 3. The final class diagram is unchanged from the part 2 class diagram because we spent a lot of time on the planning of our system, which made everything a lot easier moving forward. The only differences between the two class diagrams below is that the final class diagram, the one on the bottom, is color-coded to include some of the design patterns we implemented, and a few classes have additional methods to help implement the design patterns. We talked in depth about the design patterns we chose in part 3. The observer pattern is the pattern we made the most use out of, since we have three separate instances of the observer pattern in our code.

Spending time on up-front planning may seem like a waste of time at first – it definitely did to us. However, as the project comes to a close, it’s becoming more and more clear how much time we saved in the long run by spending that time on planning up front.



