## DESIGN PRINCIPLES AND PATTERN

# **Exercise 1: Implementing the Singleton Pattern**

#### Scenario:

You need to ensure that a logging utility class in your application has only one instance throughout the application lifecycle to ensure consistent logging.

```
Build beautiful
class WordDocument implements Document {
                                                                                                                                                                       Just ask Al in English | Español
    public void open() {
           System.out.println("Opening Word Document.");
class PdfDocument implements Document {
                                                                                                                                                         Language version: JDK 21.0.0
           System.out.println("Opening PDF Document.");
class ExcelDocument implements Document {
    public void open() {
    System.out.println("Opening Excel Document.");
                                                                                                                                                            Output Generated files
abstract class DocumentFactory {
   public abstract Document createDocument();
                                                                                                                                                            Opening Word Document.
Opening PDF Document.
Opening Excel Document.
class WordFactory extends DocumentFactory {
    public Document createDocument() {
    return new WordDocument();

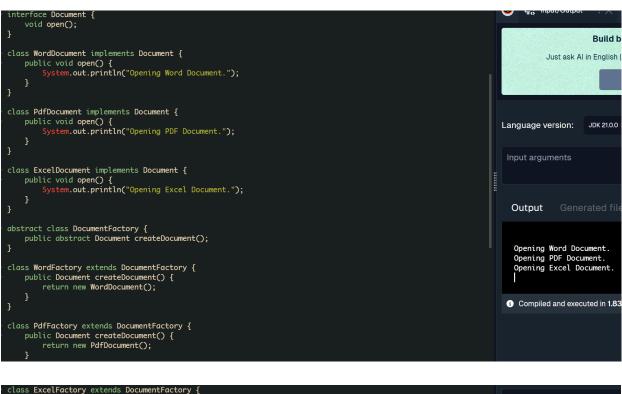
    Compiled and executed in 1.83 sec(s)

class PdfFactory extends DocumentFactory {
   public Document createDocument() {
      return new PdfDocument();
}
```

## **Exercise 2: Implementing the Factory Method Pattern**

### Scenario:

You are developing a document management system that needs to create different types of documents (e.g., Word, PDF, Excel). Use the Factory Method Pattern to achieve this.





## DATA STRUCTURES AND ALGORITHMS

#### **Exercise 2: E-commerce Platform Search Function**

#### Scenario:

You are working on the search functionality of an e-commerce platform. The search needs to be optimized for fast performance.

```
^ ---- Linear Search ----
 7 class Product {
                                                                                Product ID: 102, Name: Laptop, Category: Electronics
                                                                                ---- Binary Search ----
      int productId;
                                                                                Product ID: 102, Name: Laptop, Category: Electronics
     string productName;
string category;
10
    Product(int id, string name, string cat) {
    productId = id;
      productId = id;
productName = name;
16
           category = cat;
    void display() {
        20
21
               << ", Category: " << category << endl;</pre>
22
24 };
26 - Product* linearSearch(vector<Product>& products, string name) {
    for (auto& product : products) {
       if (product.productName == name) {
```

## **Exercise 7: Financial Forecasting**

### Scenario:

You are developing a financial forecasting tool that predicts future values based on past data.

```
Future Value (Recursion): ₹14693.28
double forecast(double presentValue, double rate, int years) {
                                                                             Future Value (Memoized): ₹14693.28
    if (years == 0)
       return presentValue;
    return forecast(presentValue, rate, years - 1) * (1 + rate);
double forecastMemo(double presentValue, double rate, int years, vector
    <double>& memo) {
   if (years == 0)
       return presentValue;
   if (memo[years] != 0)
       return memo[years];
   memo[years] = forecastMemo(presentValue, rate, years - 1, memo) * (1 +
    return memo[years];
int main() {
    double presentValue = 10000.0;
    double growthRate = 0.08;
    int years = 5;
```