

The pattern that I think would have been great for my previous work would be the adapter class. The adapter class lets object with different/incompatible interfaces work together by wrapping one of them in a class that changes its interface into what the user wants it to be.

If I were to use the Adapter Pattern in my group 2 project code the Puzzle App, I would have use it adapt the PuzzleModel to act like a TableModel. The PuzzleModel stores puzzle logic, if I want to reuse GUI code, I could create an Adapter to make the PuzzleModel behave like the TableModel.

The PuzzleTableModelAdapter would implement the TableModel, and would translate the setValueAt to model.getCellState and model.setCellState. This can help the code reuse the Swing components like tables without having to rewrite the entire model.