Bongo Code Challenge

1) **Ans.:** Solution of the first question is provided under the folder name "1.Code_Anagram".

2) **Ans.:** In question 2, the interface Vehicle can be implemented using Factory Pattern. The Car and Plane class can be implemented from the interface and by implementing Factory Pattern we can hide object creation logic and serve the object to the client without exposing implementation details. The implementation of the code provided under the folder named "2.Code_FactoryPatten".

   b) For this interface another solution could be to use Builder Design Pattern.

```
interface Vehicle
{
    public void set_num_of_wheels(int wheels);

    public void set_num_of_passengers(int passengers);

    public bool  has_gas(String str);

}
```

3) I will use Adapter Pattern to develop a media player. Since Media player need to play different kinds of formats adapter pattern is perfect for implementing classes with different functionalities. Code for implementing media player provided under file name "3.Code_Media".