# Present use of collaboration patterns during the project.

Collaborative applications provide a group of users with the facility to communicate and share data in a coordinated way.

A design pattern is a recurring solution to a problem in software design. Design patterns encapsulate experience, provide a common vocabulary for computer scientists across domain barriers, and enhance the documentation of software designs . Therefore, we can say that candidates to design patterns include: sessions, users, roles, broadcast, objects, repositories, and views.

# Repository :

Context :

In general, all collaborative applications need to store and share data.

## How it is useful in project ?

Team members produce artifacts as a result of collaborative work. Thus, they need to store that data . A team members can recover, remove or modify an artifact that belongs to the group.

So , this is the best way to work in a collaborative way and we use GitHub platform to do our artifacts and implementation by each member . And at last we can merge the content and make it final artifact for project.

# Session :

Context :

By definition, in all collaborative applications work is performed by user groups in work sessions. These sessions can be both synchronous and asynchronous. It is necessary, therefore, to manage these work groups, checking users who enter and leave them.

## How it is useful in project ?

Each session should be furnished with a name, description . A continuously updated team members list should be maintained. There should be a method to check the status of specific sessions. Protocol should exist requesting team members to identify themselves as either a member or coordinator of a session, as well as to know if a team member is currently connected (working). A protocol should exist for a user to enter a session, and to leave it.

There are many patterns that are also useful during the project is that user,role and many more .