**Social Media App**

**Reflecting challenges**

First of all, I have faced the challenge of identifying a pattern to use for a notification. But that is not the problem because you know that a lot of patterns are used for identification and publication of notification to a system.

Now implementing the complexity of observer pattern and factory pattern. We have challenges in combining and saving the user information in the Database. For that we need a bigger project and a bigger code base to express a full working social media application. Using an example that we have used to determine the solution of the problem. We have just used the basic functionality of social media. The implementation just adds multiple users to the system and whenever a current user posts any post to the system. The system updates all other users who have added you as a friend. There is a state where you can add a user and create a new post which updates all the users who are currently in the system. What we have learned from the development project is that we can create the design patterns before even knowing about the problem. Implementation of code carries only 10% of the value but the whole problem is solved with logic and diagrams and processing of information that is in the system. In this project we find observer pattern in the observer package. I used observer, state,façade, factory these patterns are found in packages.