Lab 3.1: Software Design Patterns – Research

Goal

In pairs, research one of the standard design patterns.

Prepare a short presentation on it, ideally including diagrams and/or code samples. Re-use resources you find online where this makes sense.

When we are back together as a whole group, each pair will present their findings in turn. Please investigate the pros and cons of a pattern and its UML Class diagram with the class. Is there a situation at work where you could use the chosen pattern?

Here are a few patterns you can choose from, but you may choose others:

1. Factory

2. Singleton

3. Builder

4. Adapter

5. Bridge

6. Composite

7. Decorator

8. Observer

9. Chain of responsibility

https://refactoring.guru/design-patterns/catalog is a good place to start your research. Please share other sources which you have found to be useful.