**Software Design Pattern Lab**

**Assignment 03**

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In this assignment I was asked to design a modern user Interface that supports multiple design styles. I made following assumptions to develop this system:

1. A Window Manager class that loads the UI items.

2. There is a config Manager class that interacts with config.conf and config.xml files and loads the value in window manager via an adapter.

3. We draw 4 Items such as Button, TextBox, EditBox, RadioButton. All the items have two categories ( HighDetailed design and Simplistic design).