

Assignment questions Mastering java 8

DESIGN PATTERNS and SOLID PRINCIPLES with JAVA

Problem Statement: **Builder Pattern:**

4. Imagine you are building a system to construct complex sandwiches with various ingredients. Design a builder pattern to create different types of sandwiches. Include the steps for adding bread, vegetables, meats, and sauces. Provide the Java code for the builder interface and concrete builder classes.

Assignment Solution: <https://github.com/TharunPatel20/UST-techAcademy/tree/main/USTJavaCourse/Module8DesignPatternsandSOLIDPrincipleswithJava/src/builderPattern>

Problem Statement: **Strategy Pattern:**

5. You are implementing a sorting algorithm library. Design a strategy pattern to allow clients to choose between different sorting algorithms dynamically. Define the strategy interface and provide concrete classes for bubble sort, merge sort, and quicksort. Demonstrate how a client can switch between sorting strategies.

Assignment Solution: <https://github.com/TharunPatel20/UST-techAcademy/tree/main/USTJavaCourse/Module8DesignPatternsandSOLIDPrincipleswithJava/src/strategyPattern>