

SENG 301



Sydney Pratte
sapratte@ucalgary.ca
TR 12-12:50 & 1-1:50

Design Principles

- Divide and conquer
- High cohesion
- Low coupling
- Information hiding
- Keep it simple
- Anticipate problems

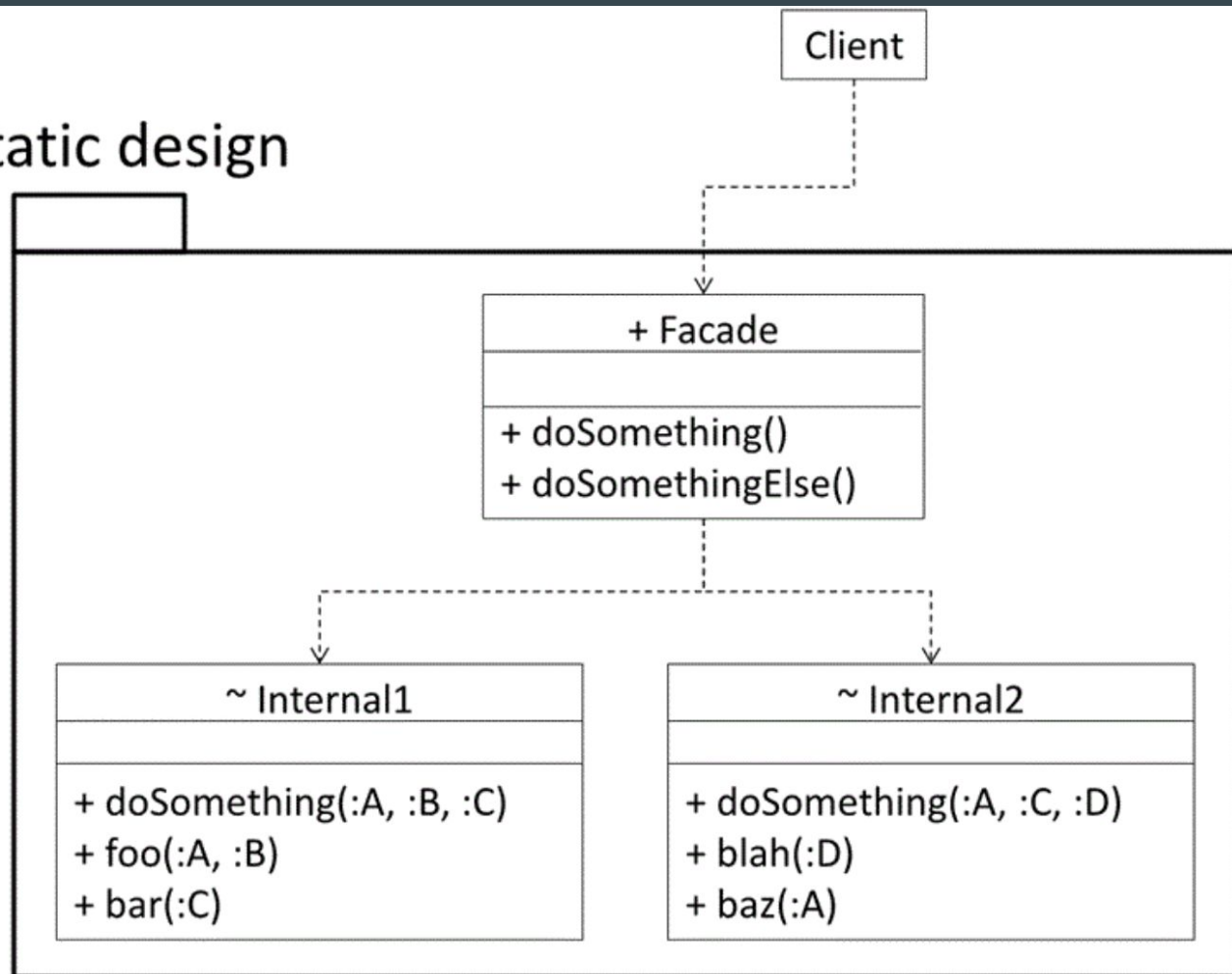
Design Patterns

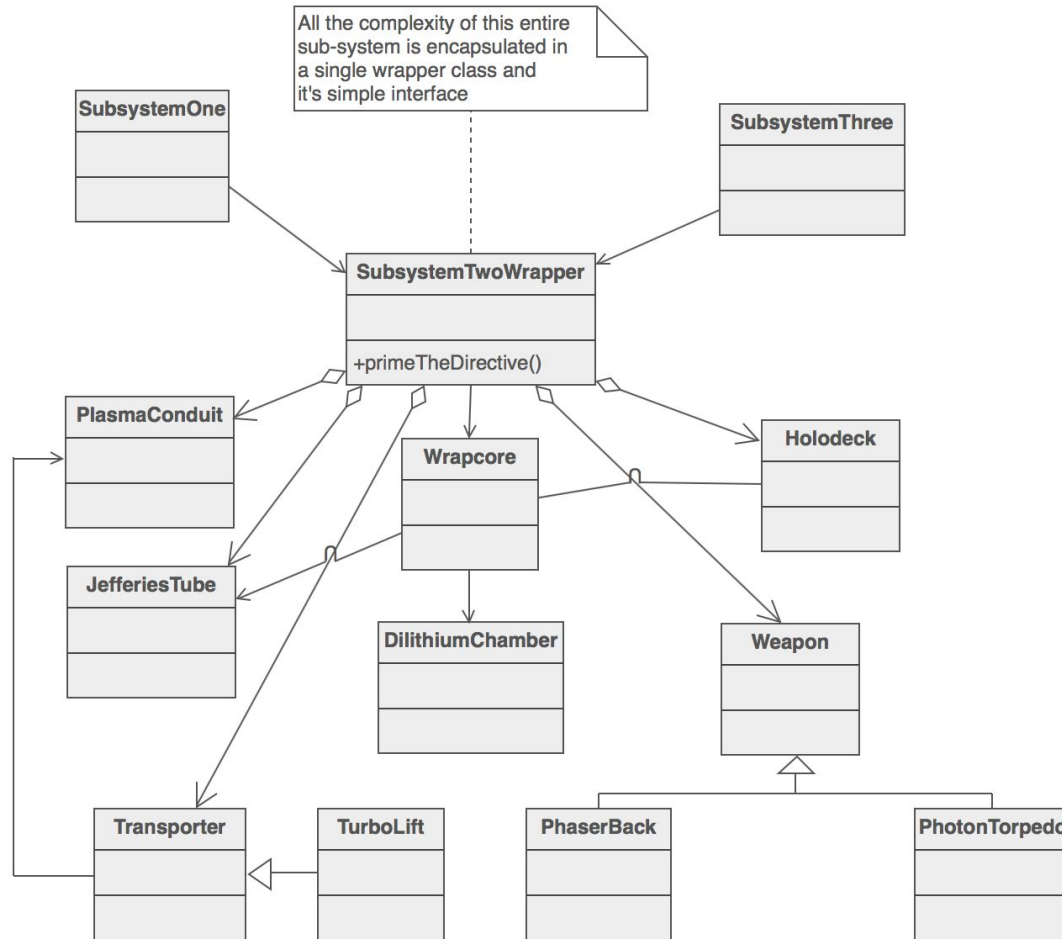
- A reusable solution to a commonly occurring problem in software development.
- A description or a template on how to solve a problem that can be used in many different situations

Facade Pattern

- Provide a unified interface for a set of interfaces in a subsystem.
- A higher level interface that make subsystems easier to use.

- Static design





Now continue work on lab 10