San José State University
Department of Computer Engineering

CMPE 135
Object-Oriented Analysis and Design
Fall 2017
Instructor: Ron Mak

Assignment #4

Assigned: Thursday, October 26
Due: Wednesday, November 15 at 11:59 PM
Team assignment, 100 points max

Design patterns

Identify the use of <u>two design patterns</u> in your project.

Written report

In a short written report, for each design pattern:

- Describe the <u>context</u> in which the pattern appears. In which file and function? How does using the pattern improve your code?
- Draw a UML class diagram that shows how <u>your code implements</u> the pattern.

What to turn in

Each team should submit into Canvas: **Assignment #4** your <u>report</u> and copies of the <u>file(s)</u> that use the design patterns.

Rubric

Your assignment will be graded according to these criteria:

Criteria	Max points
• Two design patterns	
o Description of the context of the use of each pattern.	• 2 x 20 = 40
o UML diagrams of each pattern's implementation.	• 2 x 20 = 40
• Code of each pattern's implementation	• 2 x 10 = 20