**Lab 5 Report – Advanced Programming in .NET**

**COMP – 10068**

**By: David Walesby – 000732130**

**Part 1:**

1) Factory

2) Builder

3) Object Pool

4) Observer

5) Adapter

**Part 2:**

1) Factory because toys are made in a factory

2) Builder I chose because you BUILD a computer, so it made sense to use that design pattern

3) Object pool because you wouldn’t want to constantly be making new object of workers or dispatchers

4) Observer because it makes sense to use an observer pattern for an auction, from experience with auctions on eBay.

5) Adapter because we are trying to implement an adapter for our plugs.

**Part 3:**

1) Getting my Factory to create the toys

2) Deciding on if I wanted to have my builder add the CPU, MEMORY and GRAPHICS CARD directly to the Motherboard or just add them to the computer

3) How to set up dispatcher class

4) Deciding if I should have a list of items to bid on or just have a single item users can bid on

5) Figuring out how to use the adapter pattern

**Part 4:**

1 – 4: Your GitHub repo

5) https://sourcemaking.com/design\_patterns/adapter/java/1