

ISYS1083/1084 Object Oriented Software Design

TuteLab 9 - Behavioural Patterns (Part B)

Today's tutorial activity follows a similar format to last week and is based on the examples in a separate attachment "*OOSD Tutelab 9 Examples.pdf*". Your tutor will guide you in class and group activities related to these examples.

Some points for discussion include:

What are the pros and cons for each of the provided examples?

What alternative patterns could have been used instead?

What are some similar scenarios where these solutions could be applied?