**Objectives**

* Demonstrate the usage and implementation of Builder design pattern
  + Build complex objects using simple objects
* Explain what is a structural design pattern
  + Organizing different classes and objects to form larger structures
* Demonstrate the usage and benefits of Adapter design pattern
  + Benefits,Target Interface,Adapter class,Adaptee class,Client
* Explain the usage and implementation of Decorator design pattern
  + Benefits,Composition,Enhancing an exisiting object,Decorator class

**Analyze and implement the following design patterns thru real life problems**

**Implement all these problems thru a Console application**

Builder Pattern:

Please refer to the handson document available [here](https://cognizantonline.sharepoint.com/:w:/r/sites/GTP-Solutions/Gencsharepath/Shared%20Documents/Internship2020/FSE/DotNet/04%20-%20DesignPrinciples/References/GoF%20Hands%20on%20Exercises/GOF_BuilerPatternHandsOn.docx?d=w7d0ba9ef02d542ff8ba675e0ed3a39bd&csf=1&e=1ZhawD).

Adapter factory:

Please refer to the handson document available [here](https://cognizantonline.sharepoint.com/:w:/r/sites/GTP-Solutions/Gencsharepath/Shared%20Documents/Internship2020/FSE/DotNet/04%20-%20DesignPrinciples/References/GoF%20Hands%20on%20Exercises/GOF_AdapterPatternHandsOn.docx?d=w6f86a3d304514ab38eb2f2ad40b2ec16&csf=1&e=n4rBD0).