

PDF report

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May 4, 2024

Design patterns

Creational patterns

I used Factory pattern to create different types of users. I have two types of accounts: standard and premium. Hence, I created UserFactory class that creates different types of users based on the type of account.

Structural patterns

I used Proxy pattern as an intermediary between the user input and business logic. The Proxy class is responsible for validating the user input and then passing it to the business logic.

Behavioral patterns

I used observer pattern to create a notification system. Users can subscribe to the notification system and receive notifications about book price changes. Class Publisher is responsible for notifying all the subscribers about the price change.

UML diagram

To see the UML diagram, please refer to the next page.

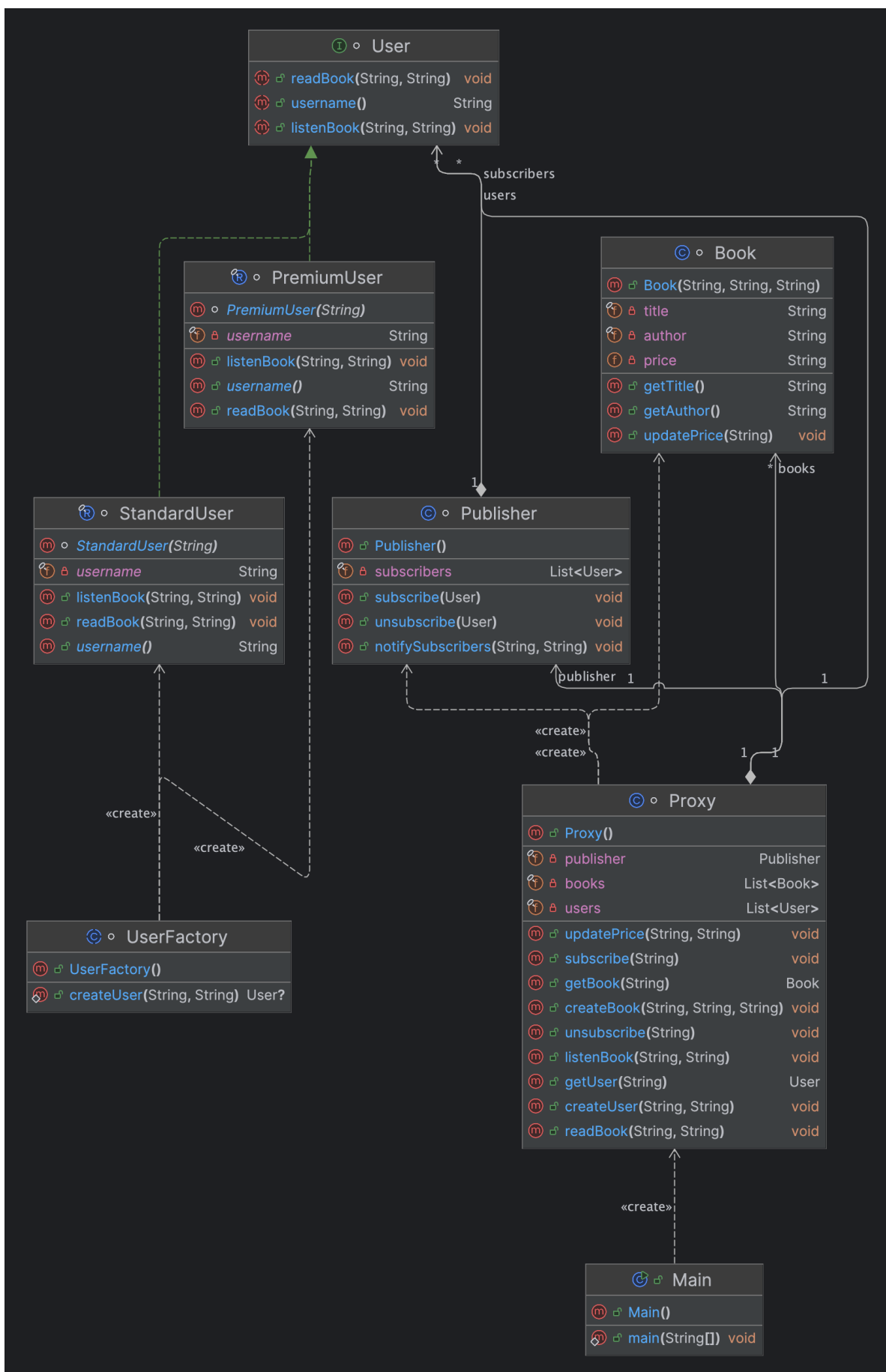


Figure 1: UML diagram