

During the implementation of the final project Stuffed Animal System, there was a lot of learning. However it comes with challenges, but it has improved my understanding of design patterns and also it helped me to improve object oriented programming and also I learned how to create a REST API using various design patterns.

Few of the challenges encountered during the project development are:

- Selecting the appropriate design pattern, writing code, implementing a design pattern, and incorporating together.
- Integrating design patterns, which has to be specific in how these objects and the parameters that can be defined in corresponding classes are passed throughout classes and performed to compile without errors.
- Once the features are decided, the major difficulty I should consider is what design pattern should be used for the use case and the many characteristics of a feature in order to make things simple, responsive, and functional.