

Patterns use in our game.

Patterns have been used in our program in such a way that its compromises of high cohesion and low coupling. Adapter patterns have been implemented to make sure that the interface of an existing class can be used by another class to prevent wasting resources and thus making our programs more efficient. Our program has a module just for the interface and every other module uses that interface to display results. Factory method pattern was also used in our program so that objects in a superclass but allows subclasses to alter the type of objects that will be created, this was used to reduce redundancy in our code. We were unable to apply Singleton pattern to its full instance because of some problems we encountered.