CSC305 UML Design Pattern Paper Select Topic

Identify the software design pattern you will propose and briefly describe how it will apply to your project.

For example, I might write, "I plan to use the State design pattern -- a Behavioral pattern from Gamma, et al. -- to control how the laser scarecrow behaves differently when the sun is up and when it is dark." That is all you'd need to write; these instructions are much longer than your expected submission. We're just getting started!

I require -- or at least very strongly encourage -- you to select a design pattern from Gamma E, Helm R, Johnson R, and Vlissides J; *Design Patterns: Elements of Reusable Object-Oriented Software.* (AddisonWesley, 1995). (These are listed at https://en.wikipedia.org/wiki/Software_design_pattern#Classification_and_list -- look for "Yes" in the "In *Design Patterns*" column.)

If your design pattern is from a different source, give a complete citation and please email me a couple days before the assignment is due -- just in case I think there might be a reason not to go down that direction, you'd have more time to think of something else. In particular, while the S.O.L.I.D. principles for good OO design are represented in most software design pattern, they themselves are not design patterns.

Use the assignment linked above to submit your work. Notice that it allows only a text field for input, not a file upload; do not write the whole paper now! (A few people in the past picked something that isn't actually a software design pattern and I want to make sure you start off in the right direction.)

(DPPM = Design Pattern Paper Milestone, if you were curious)

I plan to use the factory method pattern-- a creation pattern from gamma, to solve the revisited schedule planning design and reusable with OOP code and classes within that code.