**Principles: Designing for Testability** 

**Patterns: Abstract Factory** 

## Out of class learning activities

- Read:
  - o On Safari Books Online, read chapter "29. Factory" in the book "Agile Principles, Patterns, and Practices in C#" by Robert C. Martin.
    - <a href="https://learning.oreilly.com/library/view/agile-principles-patterns/0131857258/ch29.html">https://learning.oreilly.com/library/view/agile-principles-patterns/0131857258/ch29.html</a>