

Midterm Self-Evaluation (My interpretation of how I did compared to what I think was expected)

Also my interpretation of how the midterm should be graded)

Side Note: Unsure if just the definition was required or further explanation (Definitions I wrote down fit my understanding of the design patterns)

26 Patterns total: 4 points each is the scale I will use

1 point for MVC mention

Score: 95/105

Creational Design Patterns:

1. Simple Factory
 - a. 4/4: Accurate definition of simple factory
2. Factory Method
 - a. 4/4: Small definition but understanding is apparent
3. Abstract Factory
 - a. 3/4: Understood factory of factories but definition isn't fully complete
4. Prototype
 - a. 4/4: Accurate definition and understanding
5. Builder
 - a. 3/4: First part of definition correct, missing additional information regarding the abilities of the pattern (produce different types and representations of an object using the same construction code)
6. Singleton
 - a. 4/4: Extended definition provided and my own interpretation, fully understood

Structural Design Patterns:

1. Object Pool
 - a. 4/4: Basic understanding of object pool and its purpose of reducing initialization time due to saving a group of objects for later use
2. Adapter
 - a. 3/4: Basic understanding of adapter with no deliberation/explanation
3. Bridge
 - a. 4/4: Accurate definition of bridge
4. Composite
 - a. 3/4: Not a complete understanding of composite but accurate definition
5. Decorator
 - a. 3/4: Accurate definition but no explanation/further understanding (what does the special wrapper do exactly besides contain new behaviors)
6. Façade
 - a. 3/4: Simple definition, could use more explanation (Not fully understood how a façade works)
7. Flyweight
 - a. 4/4: Accurate definition and understanding of the aim of the pattern (reducing RAM usage)

Behavioral Design Patterns:

1. Null Object
 - a. 4/4: Complete understanding
 2. State
 - a. 4/4: Accurate definition and explanation
 3. Strategy
 - a. 3/4: Basic definition, doesn't fully explain complete process and goal
 4. Template Method
 - a. 1/4: Just now realized did not provide definition or explanation but pattern was acknowledged in the self-created pattern bank
 5. Observer
 - a. 4/4: Accurate definition
 6. Iterator
 - a. 4/4: Accurate definition, both observer and iterator easily understood
 7. Interpreter
 - a. 4/4: Basic definition, not much room for elaboration on Interpreter
 8. Command
 - a. 4/4: Understood process/purpose of pattern with accurate definition
 9. Chain of Responsibility
 - a. 4/4: Accurate definition and understanding
 10. Memento
 - a. 4/4: basic definition but understood underlying meaning
 11. Mediator
 - a. 4/4: Full definition and understanding
 12. Visitor
 - a. 4/4: Accurate definition and example to demonstrate understanding
 13. Proxy*
 - a. 4/4: Accurate definition and understanding
- MVC: 1/1: Mentioned and gave meaning of acronym