Task 3

– Creating a Class diagram and design pattern selection – 30 marks Create a simple Class diagram which should consists of the Classes that might be used to represent the system and the association between them. You don’t have to declare the attributes and operations for this activity. You do have to explain the class responsibility of each class declared. You can use software like StarUML to complete this activity. Output – A class diagram containing classes and associations. Consider the problem and select a suitable design pattern that can be implemented on the problem. Give justification on why the design pattern was chosen. Draw the UML diagram representing your class diagram as a design pattern UML. Include all the abstract class/interface, concrete class and inheritance (if any) used to represent the problem. Output – UML diagram representing the design pattern. Due – Week 10 of the semester. (23-6-2021, by 11.59pm)