

Reflections Document

What did you like about this assignment?

- I found this assignment to be an excellent demonstration of how Object Oriented Programming concepts coupled with some standard design patterns can assist in real-world applications – something that I hadn't experienced before.
- Another key takeaway from this assignment was how getting detailed requirements before writing any code can help in selecting the correct pattern for the given problem statement, i.e. the more details one knows about the problem beforehand, the less one has to deal with refactoring and patchwork in the future.

How design is improved using creational patterns?

- From the design pattern in this assignment, I learnt that having a modular design also protects the developer from heavy refactoring when a change or a new additive requirement comes up in the future.
- The application follows OCP- Open for extension and closed for modification thus delivering a good design front.

What OO Principles would your design support. Discuss using the design patterns to address them.

1.The derived classes is usable through the base abstract class without the need of the client to know the difference.

2.The application follows OCP- Open for extension and closed for modification thus delivering a good design front.

3. Factory Method design pattern to create objects without exposing the instantiation logic to the client.

What did you find difficult?

I found it difficult to design the UML with the constraint that it had to be implemented through the Factory Method. However once I figured out the UML, I found that implementation had become easier.

Have you learned anything in this assignment that you did not know before?

- I learned how to refactor the code and then think upon how to make the code more reusable.
- I learnt and improved upon the naming conventions as was pointed out after the previous assignment. I defined the naming conventions keeping in mind that it is associated with a real-world problem and tackled variables as a behavior associated to every Class or Objects.
- Differentiated between Commonalities and Variabilities, thus helping in distinguishing between what should be a class versus a variable. This process helped in progressing in the correct direction for designing the application.

Have you found the lectures on creational patterns useful to address the problem?

Yes, I got the clear idea after the class lectures that this assignment could be completed through Factory Method Pattern or Abstract Factory Method too. Other lectures helped me get the good idea of how to process and move in the right direction.

IDE - ECLIPSE

JAVA - jre1.6.0_03, jdk1.6