Design Patterns

This section discusses which design patterns and best practices were used throughout the design process of this system.

Explain any GRASP, SOLID, GOF, Microservices design patterns and best practices implemented in your design, justifying their use for specific scenarios.

Record any usage of these design patterns here explaining why they were used and what section they were used in

Explain how specific principles (SOLID, GRASP, etc.) or patterns (GOF, Cloud Native) influenced your design

Used generalization for determining user intent