

# Activity - Design Pattern Implementation (Part 2)

## Implement A Design Pattern Of Choice

Design Patterns can be a very key part of software solutions that we use to solve system creation and extension related problems. They are broadly divided into 3 categories:

1. Creational Patterns - Patterns that are related to object creation. Example: *Singleton Pattern*.
2. Structural Patterns - Patterns related to the structure of these objects and classes. Example: *Façade Pattern*.
3. Behavioral Patterns - Patterns that are related to algorithms and inner-working of classes. Example: *Observer Pattern*.

## Repository for extending

<https://github.com/Sidx-sys/Reservation-System-Starter>

Choose design patterns of your choice to implement and enhance this system. *This also includes fixing existing inextensible code.* Mention clearly the design used and how you extended into your coding practice.



### Example

Use of the **Factory Method** design pattern, to add flexibility the system of creating planes (In `flight.reservation.plane`). In the current scenario, if we would want to extend the `plane` model, to add an additional attribute such as `air_hostesses_required`, one would have to add that attribute individually for all the `CASE` statements, making it inextensible.

## Tasks

Explain using *code snippets*, that what could be done to implement the design patterns explained in class:

1. **Adapter** (*Structural Pattern*)
2. **Strategy** (*Behavioral Pattern*)
3. **Builder** (*Creational Pattern*)

Similar to what has been done in previous classes, It could involve the classes that need to be created, how one could use these classes, etc. Mention how the code change solved or extended on an existing issue (*if any existed*).

**Its preferable to work in the already existing codebase that you have already extended in the previous class.**