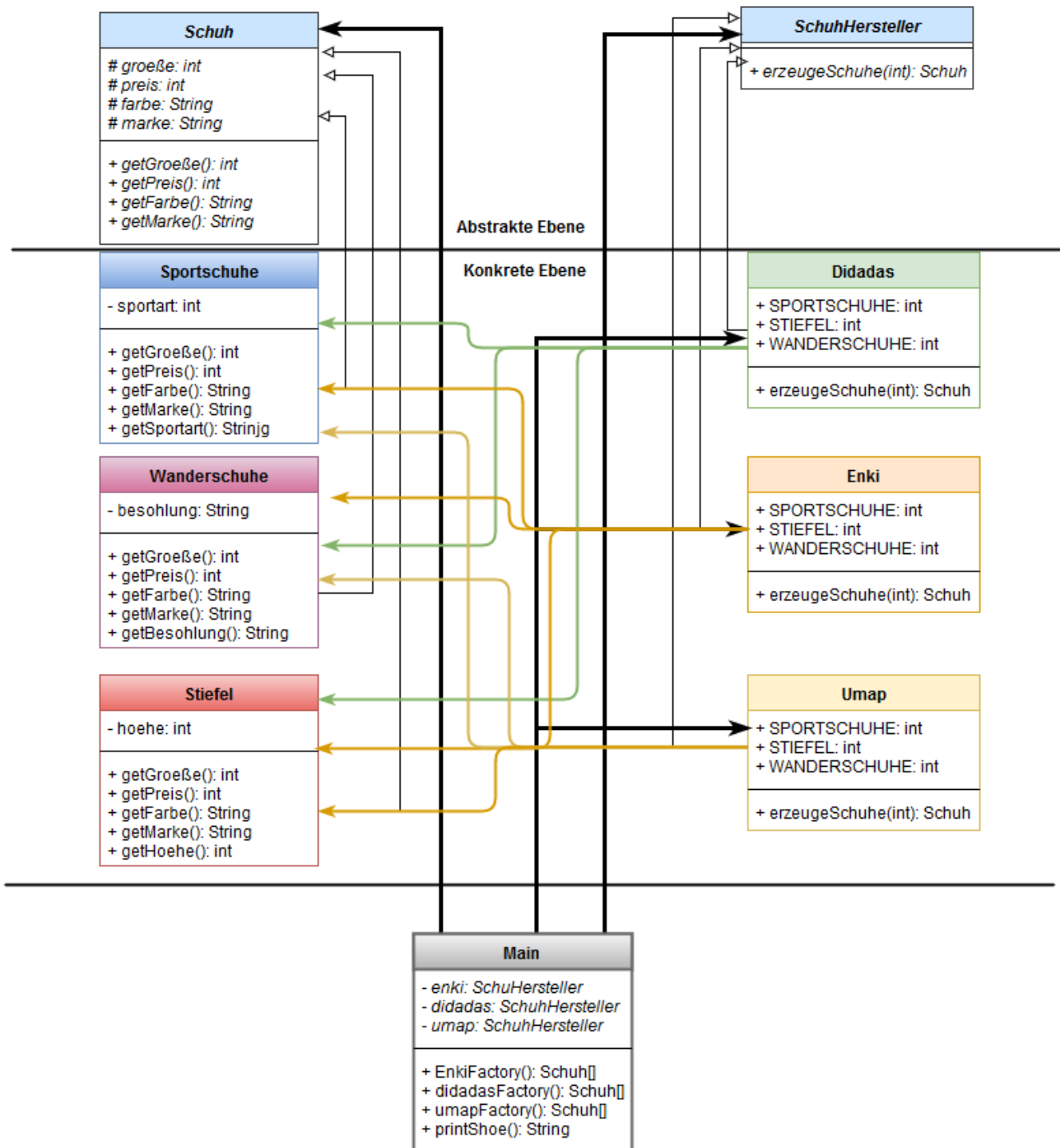


# Summary 3: Factory design pattern

## Exercise 1: Implementing factory design pattern



## Exercise 2: Reflection

In the beginning we started with drawing a sketch of the class history. We've tried to get an overview of how the whole design patterns works. Initially we had to look up inheritance because there wasn't any focus on that last semester. After we stepped over the first few hurdles we started to set up our GitHub. Obviously we had to learn all the basic commands first in order for us to get it to work. We didn't have to use it before so it took us a while. Once we got used to the basics we started to test our knowledge a bit. That can be seen in the first few commits. In the end that was also a learning process, so we decided to leave it in there.

Because we wanted to get used to GitHub a bit more, we always used a different pc per section. In the beginning we created a new class for every single reference. For each different company we created all three classes (for every type of show). After we were done with that first concept, we realized, that having that many classes is somewhat pointless. We could create a new class for every type and one for every company so we could reuse the type classes in the long run. That way for each new company, only one new class was needed. Beforehand we'd need three classes instead. That's not as noticeable with few company classes, will provide a huge benefit later on though.

Since we've mapped out the concept before we started coding, we didn't run into many problems. Because we ran into some conflicts concerning local and global commits, we couldn't use joshua's account for some commits. That's why many of the commits are from leander's GitHub account. We've sorted that out eventually.

[https://github.com/leandergebhardt/informatics\\_3](https://github.com/leandergebhardt/informatics_3)