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Assignment 3.1

1. You are a proponent for design patterns and must convince a new employee on your team why they should care and learn design patterns.

Design pattern is a good idea for many reasons. It tends to give a software developers an array of solutions to common problems. This in turn reduces the technical risk to a project by the absence of employing a new and untested design. Although they man not lead to a reduction in timescales, looking further through the development pipeline, development timescales should gradually reduce. As design pattern is document and understood, applications within specific solutions will be well understood. (Buford, 2014 "Design patterns are recurring solutions to software design problems you find again and again in real-world application development. Patterns are about design and interaction of objects, as well as providing a communication platform concerning elegant, reusable solutions to commonly encountered programming challenges. ") Some benefits include giving the developer a selection of tested solutions to work with. Design patterns are language neutral with the ability to be applied to any object-orientation language. They are highly flexible and are able to be used in almost any type of application or domain.

Buford, Dominic. 2014, August 15. Reasons for using design patterns. Retrieved March 5, 2020 from <https://www.codeproject.com/Tips/808058/Reasons-for-using-design-patterns>