Finding and Documenting Design Patterns Software Design and Modelling, Università della Svizzera Italiana

Luca Di Bello

Thursday 31^{st} October, 2024

1 Introduction

- 1.1 Project selection
- 1.2 High-level overview of the project structure
- 1.3 Building the project
- 1.4 Usage of scanning tools
- 2 Analysis of results