TUD15: Design Patterns for Software Engineering, Team: ThisTeam2nd

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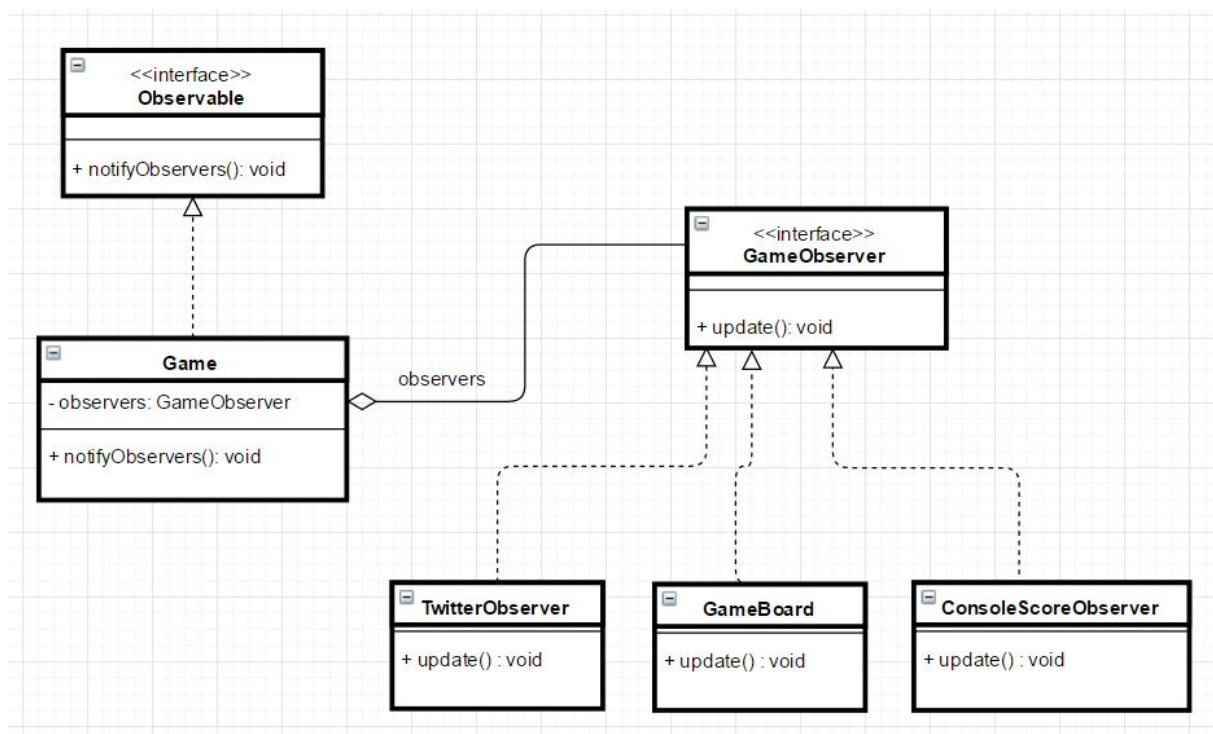
Assignment 3

1. Write a natural language description of why and how the pattern is implemented in your code.

2. Make a class diagram of how the pattern is structured statically in your code.

3. Make a sequence diagram of how the pattern works dynamically in your code.