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.

For the third assignment we implemented the observer pattern. We used the pattern in the game class to update our different display options. We used this pattern have an easy extendable notification system. To implement the pattern we introduced an interface GameObserver which is implemented in the 3 classes TwitterObserver, GameBoard and ConsoleScoreObserver commands.

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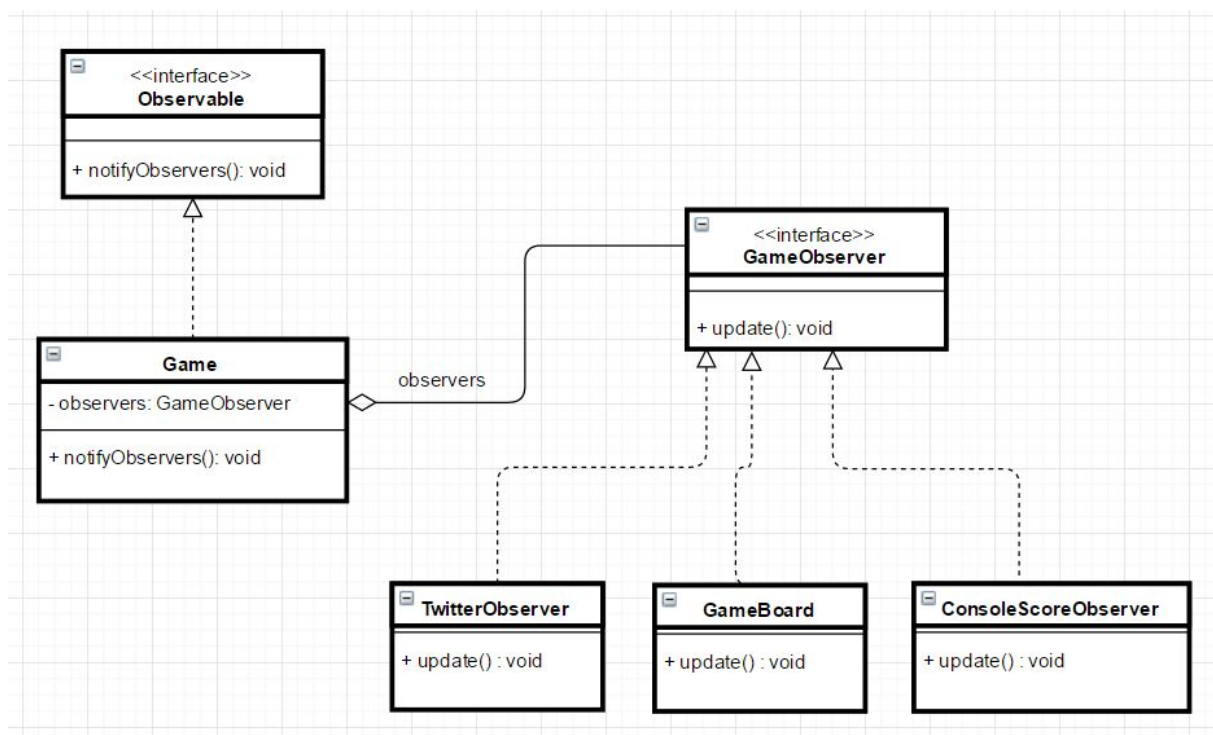
3. Make a sequence diagram of how the pattern works dynamically in your code.