**Design Patterns Report**

**What are they/ Why use them**

Design patterns are used to solve common problems which occur when designing Object Orientated software. They are reusable patterns which lend themselves to certain scenarios and promote high cohesion and low coupling which is desirable as this means software is easier to maintain, easier to understand and easier to reuse.

Studying class diagrams in UML we can spot potential classes which would benefit from using certain design patterns.

**How did I use design patterns in this project?**

After I initially constructed the UML diagram, I saw there were opertunities for design patterns to be used to avoid code smells.

**Did they work as planned?**

**Could I have done things better**

Use software engineering info from last year