

**MAHARISHI INTERNATIONAL UNIVERSITY**  
**1971-1995**

**MAHARISHI UNIVERSITY**  
**of**  
**MANAGEMENT**

Engaging the Managing  
Intelligence of Nature

# **Advanced Software Development**

**CS Faculty**

**Computer Science Department**

# Lesson 10:

## **Framework Development**

# Framework Lab

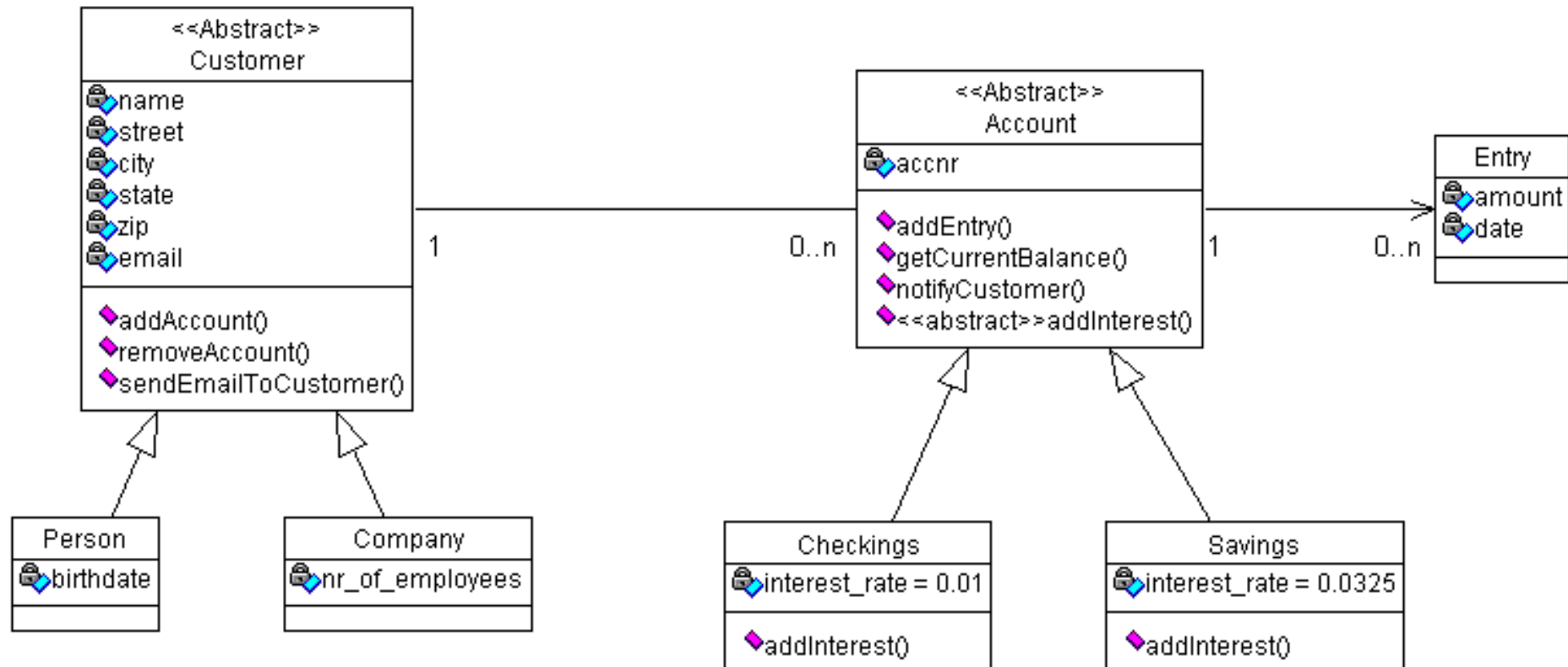
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- Start with the two homework designs (Bank, Credit Card) as the two sample applications.
- Now factor common parts into a framework
  - You are given two patterns to use; *account* and *party*
- Then, re-implement the two applications using your framework

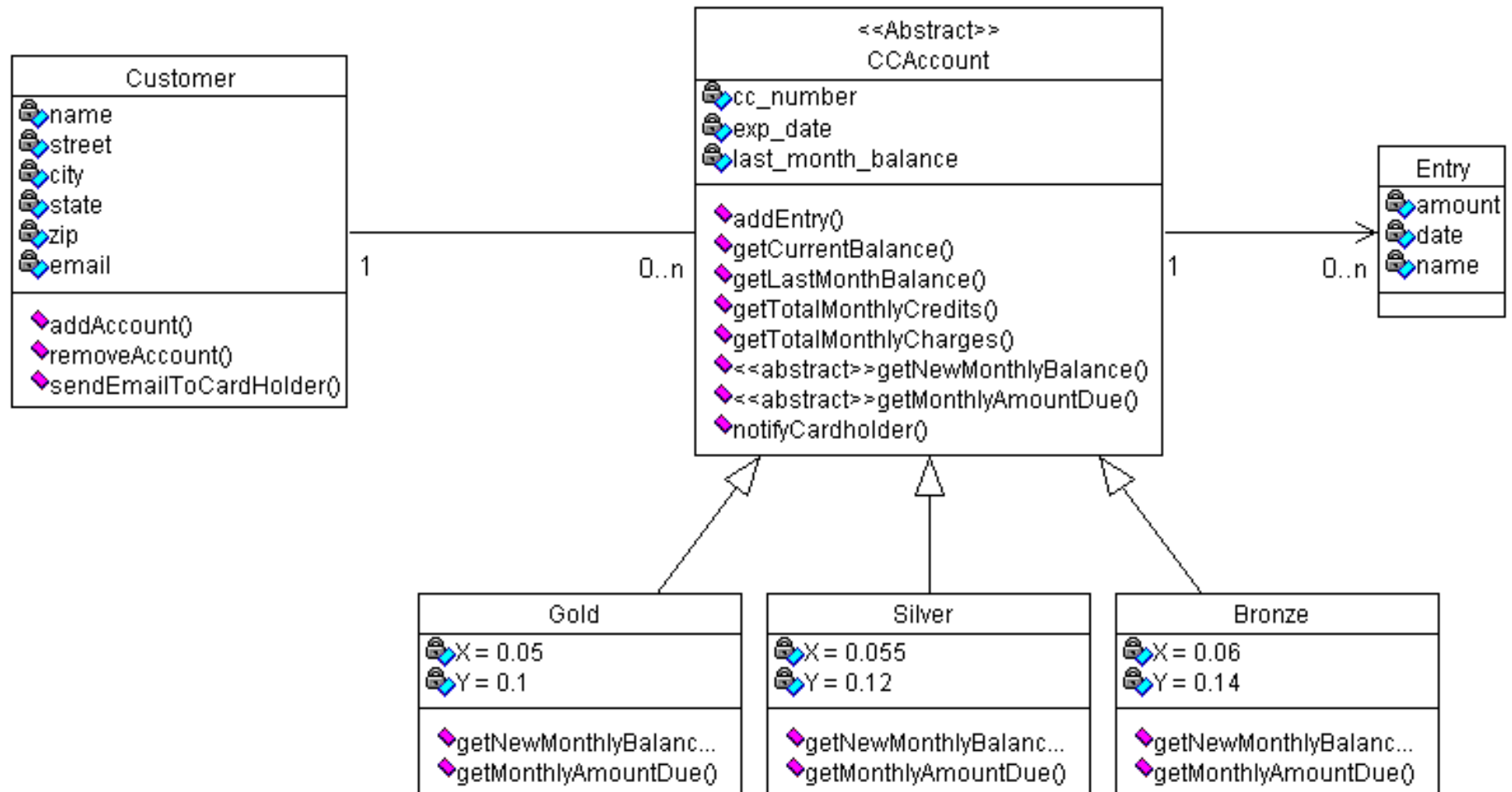
## Products:

- UML Design for the framework, and the two applications
- Document the use-cases supported,
- And the patterns used (and why)

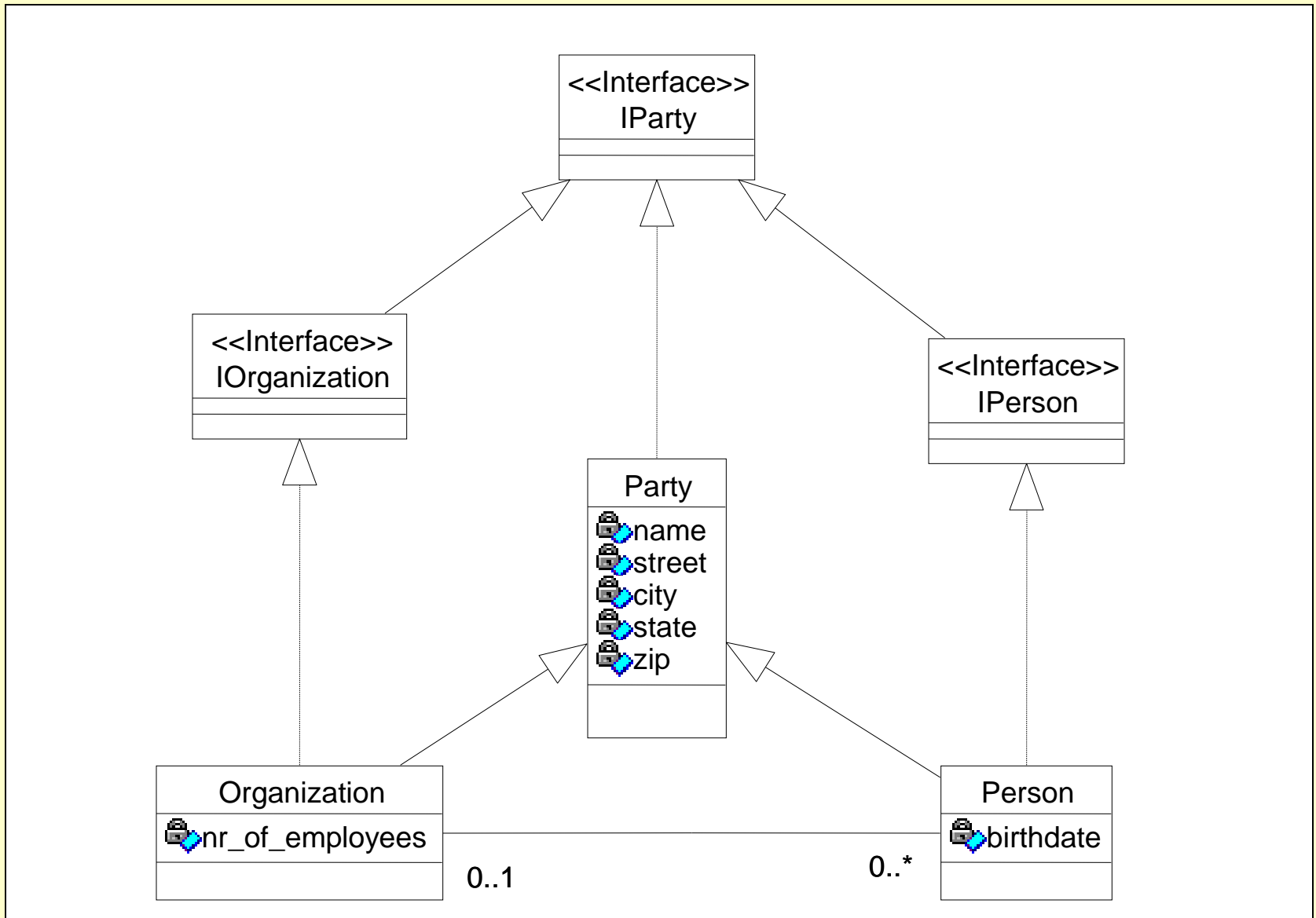
# Bank Application



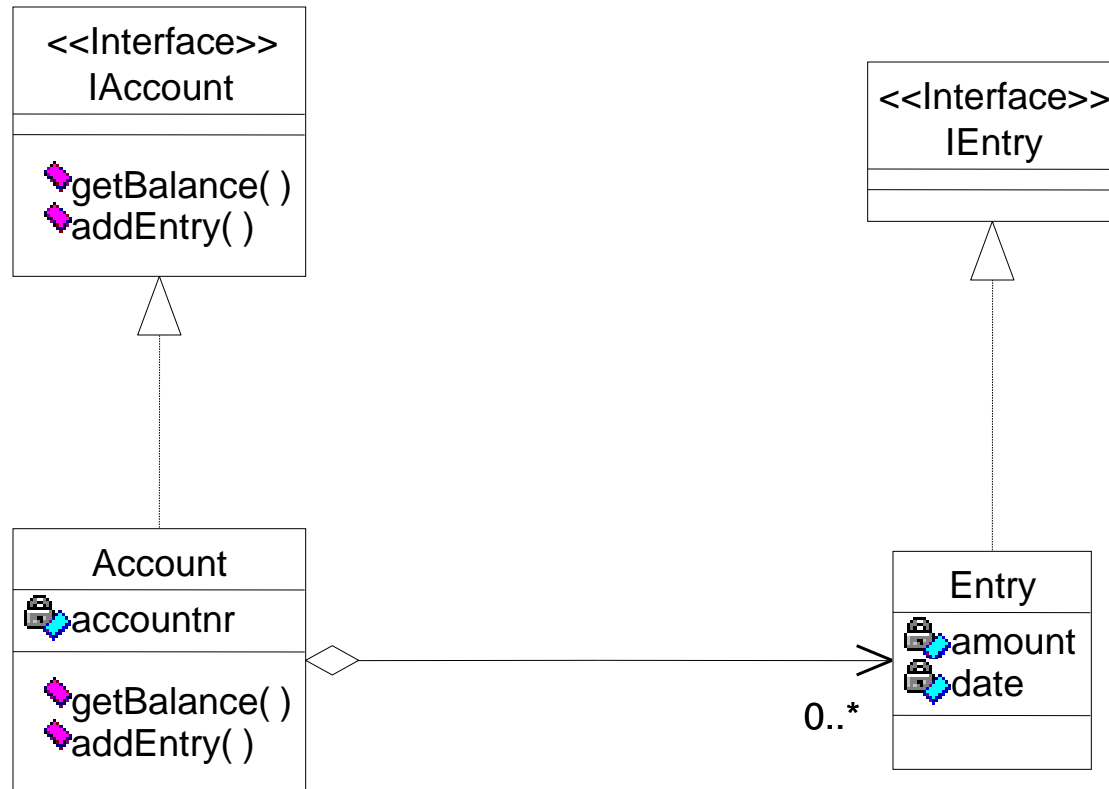
# CreditCard Application



# Party pattern



# Account pattern





# Observer pattern

