

# SEN-221-SOFTWARE DESIGN & ARCHITECTURE SPRING 2022

# COURSE INSTRUCTOR ENGR. MAJID KALEEM

Assignment No.	02
Assignment Title	Description of various Architectural Styles
Course Learning Outcome	CLO-03
	"Apply design models using modeling and object-
	oriented programming languages."
Full Name	M Muaz Shahzad
Semester	BSE 4 B
Submission Deadline	26 <sup>th</sup> April 2022



	USE ONLY TIMES NEW ROMAN SIZE 12 FONT.
	EACH HEADING (UNDERLINED, BOLD AND IN CAPITAL LETTERS) AND EXAMPLE MUST START FROM
	A NEW LINE.
	UPLOAD SOFTCOPY ON LMS AS A PDF FILE.
	DO NOT EDIT (THIS) ASSIGNMENT FILE GIVEN AS A PDF FILE.
	LAST PAGE OF YOUR ASSIGNMENT MUST CONTAIN SOURCES/REFERENCES (USE IEEE REFERENCING
	STYLE).
	NO MAKEUP ASSIGNMENTS WILL BE GIVEN & DATE WILL NOT BE EXTENDED.
П	VIOLATION OF ANY OF THE INSTRUCTIONS MENTIONED HERE WILL DESLIET IN MARKS DEDUCTION



## **BAHRIA UNIVERSITY (KARACHI CAMPUS)**

Software Design & Architecture (SEN -221)

ASSIGNMENT # 2 - Spring 202 2

Based on: CLO - 3

Submission Deadline: <u>26<sup>th</sup> April 22</u>

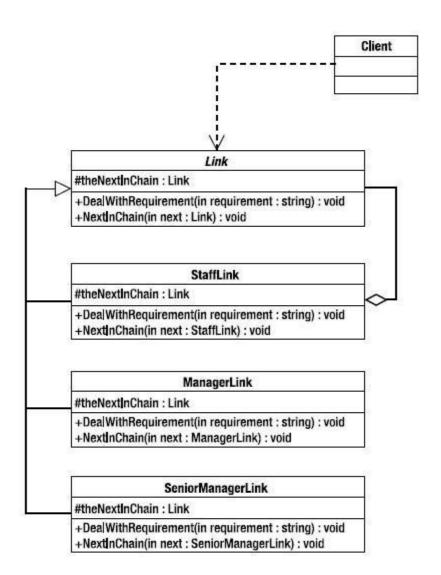
Class: BSE-ENGR. MAJID KALEEM Max Marks: 05

Course Instructor:

<u>4B</u>

1. Designing software applications is a serious job which requires experience and expertise. Suppose you start your professional software engineering career as a developer and you are given the following designs by your senior team members. Your task is to convert (*produce code in C Sharp*) the following designs into code. Please write the code in Visual Studio.

(a)

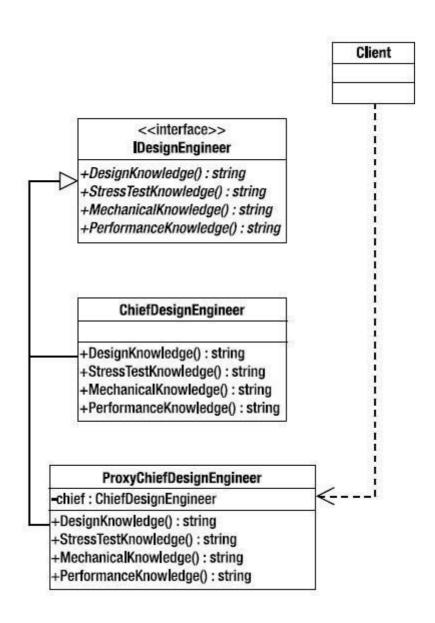


### **PROGRAM:**

```
using System;
public class tasks
  class Clients
    Link link;
    public void createlink ()
       link = new Link();
  class Link
    Link thenextlnchain;
    public void Dealwithrequirement(string in_requirement)
    public void NextInchain(Link in_next)
     { }
  class StaffLink: Link
    Link 11;
    public StaffLink(Link 11)
       this.11 = 11;
    Link thenextlnchain;
    public override void Dealwithrequirement(string in_requirement)
    public override void NextInchain(StaffLink in_next)
     { }
  class ManagerLink: Link
    Link thenextlnchain;
    public override void Dealwithrequirement(string in_requirement)
    public override void NextInchain(ManagerLink in_next)
     { }
  }
  class SeniorManagerLink: Link
    Link thenextlnchain;
    public override void Dealwithrequirement(string in_requirement)
```

```
{ }
  public override void NextInchain(SeniorManagerLink in_next)
  { }
}
```

(b)



#### **PROGRAM:**

```
using System;
public class tasks
  class Client
    ProxyCheifDesignerEngineer ProxyCheifDesignerEngineer;
    public void create_ProxyCheifDesignerEngineer()
       ProxyCheifDesignerEngineer = new ProxyCheifDesignerEngineer();
  interface IdesignEngineer
    public string DesignKnowledge()
    public string StressTestKnowledge()
    public string MechanicalKnowledge()
    public string PerformanceKnowledge()
    { }
  class CheifDesigner: IdesignEngineer
    public override string DesignKnowledge()
    public override string StressTestKnowledge()
    public override string MechanicalKnowledge()
    public override string PerformanceKnowledge()
    { }
  class ProxyCheifDesignerEngineer: IdesignEngineer
    private CheifDesigner Cheif;
    public override string DesignKnowledge()
    public override string StressTestKnowledge()
    { }
```

```
public override string MechanicalKnowledge()
{ }
public override string PerformanceKnowledge()
{ }
}
```

}

G Sd Luck!