DESIGN PATTERNS ASSIGNMENT

PREPARED FOR,

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Project: Hotel Management System

The provided UML diagram addresses the design of a complaint management system for a restaurant, solving the problem of effectively handling various customer complaints, including those related to cooking, waiting, and others. It employs the Observer pattern to notify workers like cooks and managers about complaints, the Strategy pattern to handle different types of hotels, the Template Method pattern to solve the same steps taken for all complaints, and the Builder pattern to create complaints with attributes. Additionally, the system manages different types of workers in a hotel context and logs complaints for record-keeping, offering a comprehensive solution for complaint management in the restaurant.