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Week 1:

Exercise 1: Implementing the Singleton Pattern

Code Implementation:

```
Singleton.java
 public class Singleton {
        private static Singleton instance;
        // Private constructor
        private Singleton() {
          System.out.println("Singleton instance created");
        }
        // Public method to provide access
        public static Singleton getInstance() {
          if (instance == null) {
            instance = new Singleton();
          return instance;
        }
     }
      Main.java
ii.
 public class Main {
        public static void main(String[] args) {
          Singleton obj1 = Singleton.getInstance();
          Singleton obj2 = Singleton.getInstance();
          System.out.println(obj1 == obj2); // true (same object)
        }
     }
```

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Exercise 2: Implementing the Factory Method Pattern

```
Code Implementation:
```

```
i.Interface Shape
public interface Shape {
  void draw();
ii.Circle.java
public class Circle implements Shape {
  public void draw() {
    System.out.println("Drawing a Circle");
  }
}
iii.Square.java
public class Square implements Shape {
  public void draw() {
    System.out.println("Drawing a Square");
  }
}
iv.ShapeFactory.java
public class ShapeFactory {
  public static Shape getShape(String type) {
    if (type.equalsIgnoreCase("circle")) {
```

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```
return new Circle();
    } else if (type.equalsIgnoreCase("square")) {
      return new Square();
    } else {
      return null;
    }
  }
}
Main.java
public class Main {
  public static void main(String[] args) {
    Shape shape1 = ShapeFactory.getShape("circle");
    Shape shape2 = ShapeFactory.getShape("square");
    shape1.draw();
    shape2.draw();
  }
}
```

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Exercise 3: Implementing the Builder Pattern

```
class Product {
  private String partA;
  private String partB;
  public void setPartA(String partA) {
    this.partA = partA;
  }
  public void setPartB(String partB) {
    this.partB = partB;
  }
  public void show() {
    System.out.println("PartA: " + partA + ", PartB: " + partB);
  }
}
interface Builder {
  void buildPartA();
  void buildPartB();
  Product getResult();
}
class ConcreteBuilder implements Builder {
  private Product product = new Product();
  @Override
  public void buildPartA() {
    product.setPartA("Part A");
```

```
}
  @Override
  public void buildPartB() {
    product.setPartB("Part B");
  }
  @Override
  public Product getResult() {
    return product;
  }
}
class Director {
  public void construct(Builder builder) {
    builder.buildPartA();
    builder.buildPartB();
  }
}
// Usage
public class Main {
  public static void main(String[] args) {
    Director director = new Director();
    Builder builder = new ConcreteBuilder();
    director.construct(builder);
    Product product = builder.getResult();
    product.show();
  }
}
```

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output:

Exercise 4: Implementing the Adapter Pattern

```
interface Target { void request(); }
class Adaptee { public void specificRequest() { System.out.println("Specific Request Executed"); } }
class Adapter implements Target {
  private Adaptee adaptee = new Adaptee();
  public void request() { adaptee.specificRequest(); }
}
class AdapterTest {
  public static void main(String[] args) {
    Target adapter = new Adapter();
    adapter.request();
  }
}
// Decorator Pattern Example with Main Method
interface Component { void operation(); }
class ConcreteComponent implements Component {
  public void operation() { System.out.println("Base Operation"); }
}
class Decorator implements Component {
  protected Component component;
  public Decorator(Component component) { this.component = component; }
  public void operation() { component.operation(); }
}
```

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```
class ConcreteDecorator extends Decorator {
   public ConcreteDecorator(Component component) { super(component); }
   public void operation() {
      super.operation();
      System.out.println("Extra Behavior Added");
   }
}
class DecoratorTest {
   public static void main(String[] args) {
      Component decorated = new ConcreteDecorator(new ConcreteComponent());
      decorated.operation();
   }
}
```

OUTPUT:

```
Run AdapterTest ×

C:\Program Files\Java\jdk-23\bin\java.exe" "-javaagent:C:\Program Files\JetBrains\IntelliJ IDEA Specific Request Executed

Process finished with exit code 0
```

Exercise 5: Implementing the Decorator Pattern

```
interface Component {
   void operation();
}

class ConcreteComponent implements Component {
   @Override
   public void operation() {
       System.out.println("ConcreteComponent operation");
}
```

```
}
}
abstract class Decorator implements Component {
  protected Component component;
  public Decorator(Component component) {
    this.component = component;
  }
  @Override
  public void operation() {
    component.operation();
  }
}
class ConcreteDecoratorA extends Decorator {
  public ConcreteDecoratorA(Component component) {
    super(component);
  }
  @Override
  public void operation() {
    super.operation();
    System.out.println("Added behavior from ConcreteDecoratorA");
  }
}
// Usage
public class Main {
```

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```
public static void main(String[] args) {
    Component component = new ConcreteComponent();
    Component decorated = new ConcreteDecoratorA(component);
    decorated.operation();
}
```

OUTPUT:

Exercise 6: Implementing the Proxy Pattern

```
interface Subject {
    void request();
}

class RealSubject implements Subject {
    @Override
    public void request() {
        System.out.println("RealSubject request");
    }
}

class Proxy implements Subject {
    private RealSubject realSubject;

@Override
```

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```
public void request() {
    if (realSubject == null) {
        realSubject = new RealSubject();
    }
    realSubject.request();
    }
}

// Usage
public class Main {
    public static void main(String[] args) {
        Proxy proxy = new Proxy();
        proxy.request();
    }
}
```

OUTPUT:

Exercise 7: Implementing the Observer Pattern

```
import java.util.ArrayList;
import java.util.List;
interface Observer {
   void update(String message);
}
```

```
class ConcreteObserver implements Observer {
  private String name;
  public ConcreteObserver(String name) {
    this.name = name;
  }
  @Override
  public void update(String message) {
    System.out.println(name + " received: " + message);
  }
}
class Subject {
  private List<Observer> observers = new ArrayList<>();
  private String state;
  public void attach(Observer observer) {
    observers.add(observer);
  }
  public void setState(String state) {
    this.state = state;
    notifyAllObservers();
  }
  private void notifyAllObservers() {
    for (Observer observer : observers) {
      observer.update(state);
```

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```
}
}

// Usage
public class Main {
  public static void main(String[] args) {
    Subject subject = new Subject();
    Observer observer1 = new ConcreteObserver("Observer1");
    Observer observer2 = new ConcreteObserver("Observer2");
    subject.attach(observer1);
    subject.attach(observer2);
    subject.setState("New State");
}
```

OUTPUT:

Exercise 8: Implementing the Strategy Pattern

```
interface Strategy {
   void execute();
}
class ConcreteStrategyA implements Strategy {
```

```
@Override
  public void execute() {
    System.out.println("Strategy A executed");
  }
}
class ConcreteStrategyB implements Strategy {
  @Override
  public void execute() {
    System.out.println("Strategy B executed");
  }
}
class Context {
  private Strategy strategy;
  public void setStrategy(Strategy strategy) {
    this.strategy = strategy;
  }
  public void executeStrategy() {
    strategy.execute();
  }
}
// Usage
public class Main {
  public static void main(String[] args) {
    Context context = new Context();
    context.setStrategy(new ConcreteStrategyA());
```

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```
context.executeStrategy();

context.setStrategy(new ConcreteStrategyB());

context.executeStrategy();
}
```

OUTPUT:

```
Run Main (1) ×

C:\Program Files\Java\jdk-23\bin\java.exe" "-javaagent:C:\Program Files\JetBrains\
Strategy A executed
Strategy B executed

Process finished with exit code 0
```

Exercise 9: Implementing the Command Pattern

```
interface Command {
    void execute();
}

class Receiver {
    public void action() {
        System.out.println("Receiver action");
    }
}

class ConcreteCommand implements Command {
    private Receiver receiver;

public ConcreteCommand(Receiver receiver) {
```

```
this.receiver = receiver;
  }
  @Override
  public void execute() {
    receiver.action();
  }
}
class Invoker {
  private Command command;
  public void setCommand(Command command) {
    this.command = command;
  }
  public void executeCommand() {
    command.execute();
  }
}
// Usage
public class Main {
  public static void main(String[] args) {
    Receiver receiver = new Receiver();
    Command command = new ConcreteCommand(receiver);
    Invoker invoker = new Invoker();
    invoker.setCommand(command);
    invoker.executeCommand();
```

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```
}
```

OUTPUT:

```
Run Main (5) ×

C Main (5) ×

"C:\Program Files\Java\jdk-23\bin\java.exe" "-javaagent:C:\Program Files\Jet Receiver action

Process finished with exit code 0

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```

Exercise 10: Implementing the MVC Pattern

```
// Model
class Student {
    private String name;
    private int rollNo;

public String getName() {
    return name;
  }

public void setName(String name) {
    this.name = name;
  }

public int getRollNo() {
    return rollNo;
}
```

```
public void setRollNo(int rollNo) {
    this.rollNo = rollNo;
  }
}
// View
class StudentView {
  public void printStudentDetails(String name, int rollNo) {
    System.out.println("Student: " + name + ", Roll No: " + rollNo);
  }
}
// Controller
class StudentController {
  private Student model;
  private StudentView view;
  public StudentController(Student model, StudentView view) {
    this.model = model;
    this.view = view;
  }
  public void updateView() {
    view.printStudentDetails(model.getName(), model.getRollNo());
  }
}
// Usage
public class Main {
  public static void main(String[] args) {
```

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```
Student model = new Student();
model.setName("John");
model.setRollNo(10);

StudentView view = new StudentView();
StudentController controller = new StudentController(model, view);
controller.updateView();
}
```

OUTPUT:

```
Run Main (2) ×

Color Main (2) ×

"C:\Program Files\Java\jdk-23\bin\java.exe" "-javaagent:C:\Program Files\JetBr Student: John, Roll No: 10

Process finished with exit code 0

Dominion Main (2) ×

Color Main (2) ×

Dominion Main (2) ×

Domi
```

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Exercise 11: Implementing Dependency Injection

```
interface Service {
  void serve();
}
class ServiceA implements Service {
  @Override
  public void serve() {
    System.out.println("ServiceA serving");
  }
}
class Client {
  private Service service;
  public Client(Service service) {
    this.service = service;
  }
  public void doSomething() {
    service.serve();
  }
}
// Usage
public class Main {
  public static void main(String[] args) {
    Service service = new ServiceA();
    Client client = new Client(service);
    client.doSomething();
```

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```
}
```

OUTPUT:

```
Run Main (4) ×

C:\Program Files\Java\jdk-23\bin\java.exe" "-javaagent:C:\Program Files\JetBrain Service A serving

Process finished with exit code 0
```