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FA21- CPSC 60000

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10/22/2021

The Project i have done is on Blanket Selection . My taught process was to pick different types of blankets and their states.

My main focus was to get the menu selection functionality down and I did this via the factory, iterator, state. In order to make sure that a user doesn’t loop out of the program everything is self-contained via the State pattern. Each one of the design patterns and their associated methods will find they’re to some sort of state within the program.

The most valuable thing I learned was not to program one pattern into the code at a time. I painted myself into a corner with each pattern I did and implementing another pattern within the existing code proved difficult. I also learned to come up with a plan for all the patterns up front and have them work together, not act as individual pieces that need to be forced to work together.