During our discussions of design patterns over the last two weeks we’ve discussed many reasons why incorporating them into your software design can be advantageous. Briefly discuss one instance where using a design pattern may not be beneficial. Maximum points will be earned on this question for providing discussion presented during lecture and not on information obtained from the internet.

Using the Abstract Factory pattern isn’t always beneficial, especially when for simpler programs. In class, we discussed how it helps build region-specific products, like in the Pizza Store example. But if that simple level of customization isn’t needed, it can add unnecessary complexity and make the code harder to test and maintain, turning a flexible design into overengineering.